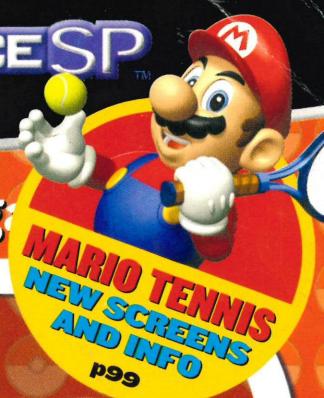


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Nintendo

ISSUE 145 OCTOBER 2004 £23.75
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Pokémon

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Metroid Prime 2



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IT WASN'T MY FACE THAT MADE ME FAMOUS

Patrick Vieira

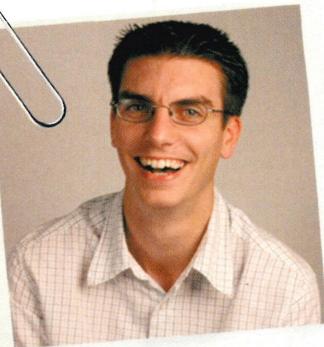
Out October



FLUID FOOTBALL

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Welcome to NOM UK



Prime 2's gonna rule and so will tons of other games in the run up to Xmas. But there's one alien-infested game that's crept up on us and it looks astonishing.

It's called *Alien Hominid*, a side-scrolling, hand-drawn 2D blast fest that started life as a Flash game on the internet. Six million hits later and it's coming to 'Cube, if only in the US for now.

It's no mediocre sequel with minor changes and no dire movie tie-in, this is total fun all the way starring crazy aliens who have crashed landed on Earth. Lock 'n' load, there's a unique game in town.

Fair play to its developer, The Behemoth. It's created a game that's 100% original. Millions of hits on a website can't be overlooked and someone's actually had the guts to sign up this sweet looking game. Let's hope someone has the sense to do it in the UK, too. For now, read our exclusive *Alien Hominid* interview. No-one else has got near these guys!

Enjoy the mag!

Tim Street

Tim Street, Editor



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(and their favourite Pokémons)

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A one-year UK subscription is currently £45; Europe £46.65; World £71.65.

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Back issues cost £3.95 UK; £4.95 Europe and Rest of the World.

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WWE DAY OF RECKONING



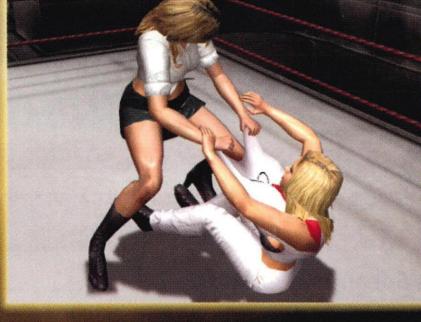
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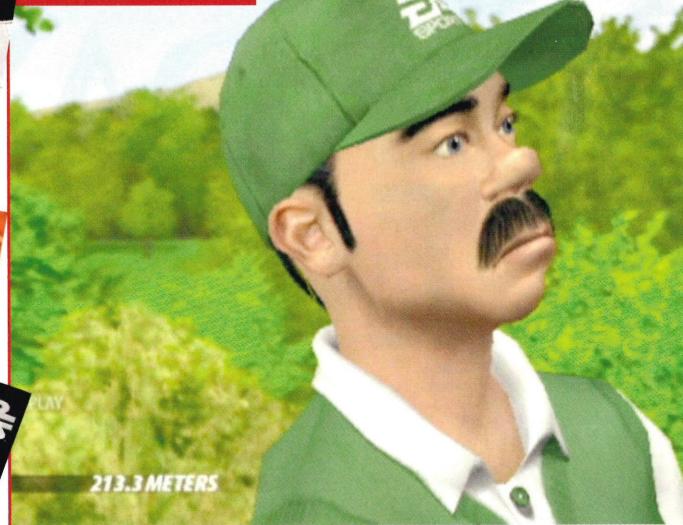
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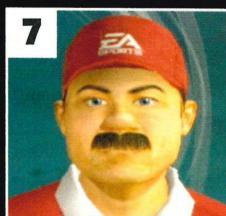
Pokémon FireRed & LeafGreen

p008



10 Things we didn't know last month...

1. The Americans and Japanese would be crying that WE get a great game first (*Minish Cap*, p020)
2. We'd scream at Mario and it would actually make a difference (*Mario Party 6*, p021)
3. We'd invite some kids in to play *Mario Golf* and somehow end up with a 37-year-old man (*Mario Golf Day*, p26)
4. There are more losers than Dean in this world who idolise Treasure (*Alien Hominid* interview, p40)
5. Jackson loves *Prime 2* so much he can fill four pages from a ten-minute demo (*Metroid Prime 2: Echoes*, p044)
6. You can't eat albino ones because they're poisonous (*Pikmin 2*, p062)
7. We'd pay Burman good money to spend all day making silly Mario faces (*Tiger Woods*, p074)
8. A controller could be so magnificently atrocious that it wrecks one of the best games ever (*Tetris*, TV Games, p083)
9. You have to shimmy down the pipe and kill the man or whatever (*Splinter Cell* guide, p088)
10. It would still be fun to shoot Elvis the Alien in the face after all this time (Nintendo Classic, p112)



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**Review**

First. Official. Best.

Game info

Price: £29.99
Publisher: Nintendo
Web: www.nintendo.co.uk
Players: 1-40 (In the Union Room)
Memory: Cart save (1 slot)

**OUT
OCT 01**

Pokémon



“You’ll be playing *Pokémon FireRed* and *LeafGreen* all the way to Christmas and well into next year!”



FireRed Version and LeafGreen Version

Will the Pokémons have a critical hit on their hands, or will it cause spontaneous fainting? That star logo up there probably tells all...

► Towns the length and breadth of Kanto have not been dormant since you left. The people from Viridian City's Poké Mart have been going about their business as usual and that lady at the Poké Center has been healing loveable Pikachu with her machine's chirpy jingle.

There's just one small matter, you haven't been there to see it. You've been charging around Johto and Hoenn, catching, evolving and battling

all-new Pokémons, falling in love with Plusle and Minun, and gawking at the awesome size and immense power of Kyogre and Groudon.

You've even had time to try out snagging in the Oore Region, but the folks of Kanto want to see you again. Remember, they put you on the road to the Elite Four in the first place and gave you the knowledge to become an unstoppable Master Trainer. They're upset that you haven't popped by to see them for a long time, they've even spruced themselves up and leapt into the world of colour on GBA just to prove they love you. Like it or not, it's time to set foot in Kanto again. So, what are you waiting for? Let's go! >>>



Whatever happened to Blue?

We tell you what the hell happened to the colours



Stop hailing that cab, they'll never let you in with a Pinsir in tow

Pokémon first launched in Japan on February 27th, 1996, but back then they launched in two varieties – *Pokémon Red* and *Pokémon Green*.

The games soon became a phenomenon and consequently Nintendo launched *Pokémon Blue*, the only difference being you couldn't buy it in stores.

Instead the game was only available as an offer in Japanese children's magazines and when *Pokémon* arrived in the West a few years later, with *Pokémon Green* becoming *Pokémon Blue* in the US and UK. The Japanese version of *Pokémon Blue* has NEVER been released outside Japan.



» Welcome back to the adorable world that is *Pokémon*, this time transformed onto Game Boy Advance in the form of *FireRed* and *LeafGreen*. We've been tracking these adventures

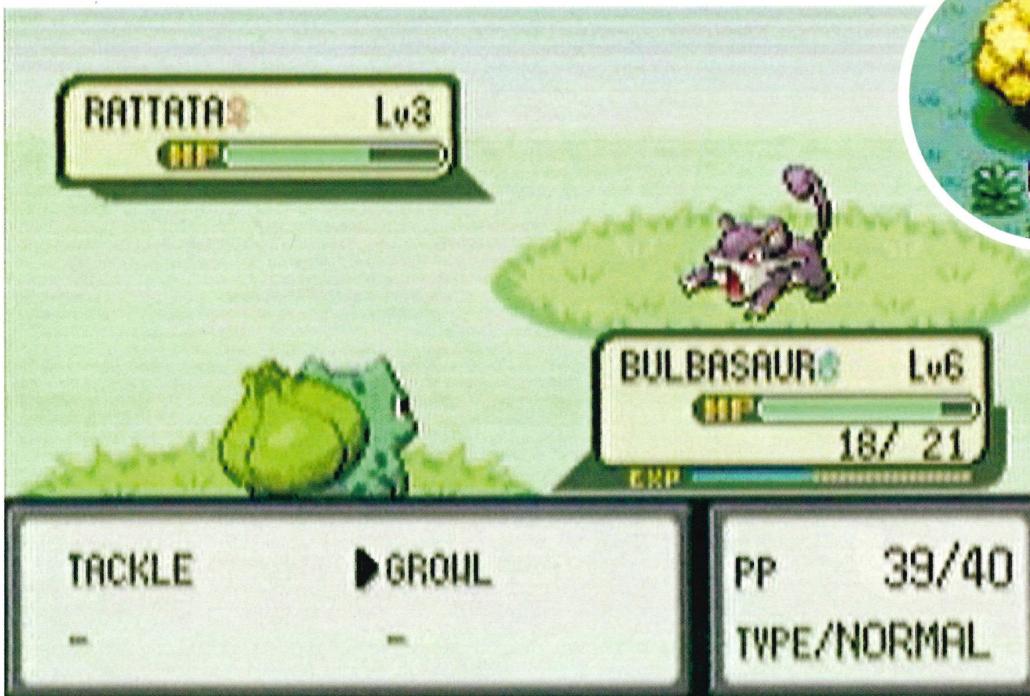
since they launched in Japan back in January and now they are finally being unleashed in the UK in just a few days' time.

As you've probably guessed by now, *FireRed* and *LeafGreen* are remakes of a classic, but

you knew that already. They've got hours worth of gameplay as well; but you knew that, too. You've no doubt heard about the Wireless Adapter – more on that in a bit. How

about the Union Room and its cool new functions, Teachy TV or the all-new Pokédex? You see, *FireRed* and *LeafGreen* aren't just ports. They've been given a whole new lease of life and as they're now on GBA those graphics look so much better than the black and white classic from the class of '99. Six months after they launched in the Far East and they're still in the top ten. You can't keep a good *Pokémon* game down for long.

As the likes of Onix and Gengar are back on GBA it's time to steady yourself once again for RPG meltdown.



Rattata laughs openly at your limited attacks – early on, you don't have much in the locker



With the CCTV looking the other way, Ash scarpered with his booty

Your official Pokédex!

Learn all about your favourites

From quiet towns to wild Routes, Kanto is filled with places to catch Pokémons.

You may know many of the faces already, but as it's been years since they first launched, we've dug back through the NOM archives to give you the lowdown on some of the best!

001 Bulbasaur



Bulbasaur can be seen napping in bright sunlight. There is a seed on its back. By soaking up the sun's rays, the seed grows progressively larger.

004 Charmander

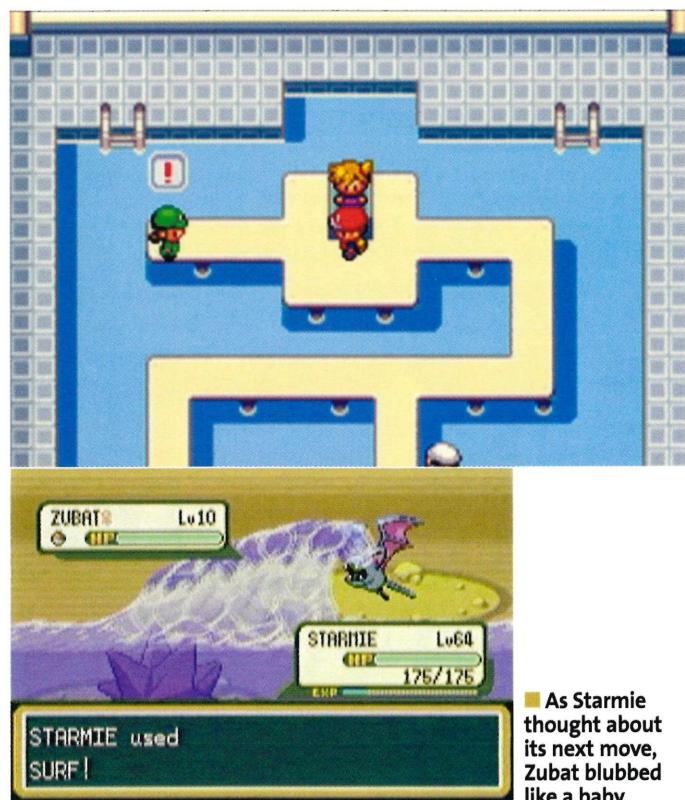


The flame that burns at the tip of its tail shows its emotions. It wavers when Charmander is happy and burns fiercely when this Pokémon is enraged.

007 Squirtle



Squirtle's shell isn't just for protection. Its rounded shape and grooves help minimise resistance in water, enabling this Pokémon to swim very fast.



The game that disguises itself as being for kids is once again one of the deepest RPGs ever committed to a Nintendo cartridge. Pikachu might look a happy chap with its rosy red cheeks, but when you turn off your Game Boy at night he heads back to Viridian Forest for a night with his mates. They laugh at you safe in the knowledge that they star in a beast of a game. They just disguise it under all that colour and layers of something called 'cute'.

Those used to playing *Pokémon* adventures will know the rules by now. If you haven't been reared in the ways of *Pokémon*, not only are we going to ask "where have you



been all this time?", but also "what's it like living in that cave of yours?". Ah, gaming clichés, you can't beat 'em!

But anyway, this is how it works. Certain types of *Pokémon* beat other types, much like a 21st Century form of trumps. By memorising these match-ups you can create an all-conquering squad. Building a *Pokémon* team can only be done by capturing them in Poké Balls out in the wilds of Kanto – in long grass, hooking them out of tranquil water or in the shadowy nooks and crannies of Zubat-infested caves. Zubats – bats with funny names and crazy

010 Caterpie



Caterpie has a voracious appetite. It can devour leaves bigger than its body right before your eyes. From its antenna, it releases a terrifically strong odour.

013 Weedle



Weedle has an acute sense of smell. It's capable of telling its favourite kind of leaves from those it dislikes just by sniffing with its big red nose.

Game faces

There's no Create-a-Star in sight. It's these or nothing.

Straight after the opening movie and Professor Oak's chat about *Pokémon*, your first decision before heading to Pallet Town is whether to be a boy or girl.

Playing the game as a girl never occurred in *Red* or *Blue*, that came later in *Pokémon Crystal*, but it's all here in these GBA adventures.

There's no actual difference in skill between the boy and the girl, it's just a matter of personal opinion. Here's a closer look...



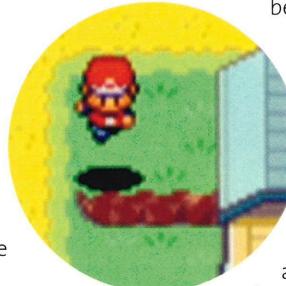
With his yellow bag, red cap and blue jeans, this lad looks every bit a *Pokémon Master Trainer* in waiting.



She's got a satchel and a white boater hat, but her mum should've told her to wear a coat – Kanto can get cold.

expressions on their faces, like they're trying to squeeze out a giant Diglett or something.

As you do battle with your squad of *Pokémon* they will earn you money (if you beat a fellow Trainer). This can then be spent at shops called Poké Marts on items like Poké Balls and medicines to cure any poisoned or paralysed members of your squad. A victory will also give you XPs



that increase the levels of your *Pokémon*, allowing them to evolve into bigger, better creatures that learn ferocious new moves.

But why two games? Well, as followers of the *Pokémon* faith will probably know there's no actual difference in the adventure between the two games. You just need someone with the other version to trade *Pokémon*. >>>

016 Pidgey



Pidgey has an extremely keen sense of direction. It can unerringly return home to its nest however far it may be from familiar surroundings.

022 Fearow



Fearow is recognised by its long neck and beak. They are shaped for catching prey in soil or water. It deftly moves its long and skinny beak to pluck prey.



Look, mum! No cables!

It's Nintendo's new gizmo and you'll like it a lot

Through the years, *Pokémon* games have been renowned for their innovative controls, making them truly memorable.

From the Transfer Pak to the Game Boy Camera and Printer, they have been at the forefront of Nintendo change.

AT THE BUS STOP



Battling worked, but used more battery juice the further the distance between GBAs



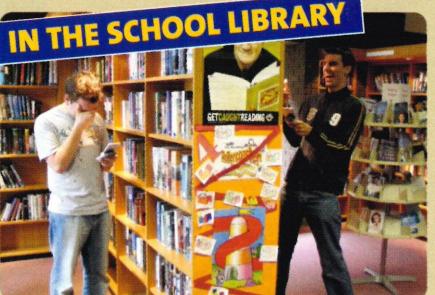
IN THE CAR



Perfect for long car journeys and those Link Cables aren't going to annoy your Dad



IN THE SCHOOL LIBRARY



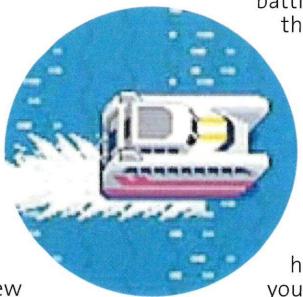
At this distance it works brilliantly, but Tim shouted too loudly and was chucked out



» We have to admit though that one of our deepest fears was whether the remakes would still provide the same intrigue as *Red* and *Blue* did when they first came out. If it's ultimately the same game then why is it worth the effort saving up for the games on GBA when you saw it all years ago?

Then let us enlighten you as to why these new versions are gonna blow you away. Your GBA is going to weep tears of joy when you bring this home to meet its new owner.

As Nintendo innovations go, the Wireless Adapter that clips into the top of your GBA is a must-have, and you'll get one free inside each copy of the game. With this new Nintendo gadget you can stand a few metres away from your mate and play without



The changes that have been made don't just end there though as the Pok閙ex has been drastically altered. This electronic handset is given to you by the Pok閙on mastermind, Professor Oak, during the game and has now been enhanced for your



Squeeze zits using a reflection

being restricted by the length of your link cable. Want to know how it stands up to the rigours of Pok閙on battling? Check out that box up there.

The changes that have been made don't just end there though as the Pok閙ex has been drastically altered. This electronic handset is given to you by the Pok閙on mastermind, Professor Oak, during the game and has now been enhanced for your



Even girls get stood up in Kanto. Better just get the bus home love...

Pok閙on pleasure. Now you don't have to trawl through it number by number, you can view it any way you want. One of the most useful is to divide it up into habitats – forests, lakes and mountains to name a few. Throw in Pok閙on evolution paths and tons of other stats and you have a resource that any Pok閙on

fanatic is going to go totally bananas over.

The innovations don't end there. Fire up an old save game and you'll be treated to a black and white flashback of the important bits you did last time you played. Pretty useful if you want to see which Gym Leader's ass you last kicked with your awesome team.

030 Nidorina



When Nidorina are with their friends and family they keep their barbs tucked away. They appear nervous if separated from the others.

050 Diglett



Diglett are raised in most farms. The reason is simple – wherever this Pok閙on burrows the soil is left perfectly tilled for crops. This soil grows delicious vegetables.

052 Meowth



Meowth withdraws its sharp claws into its paws to sneak about without making any noise. For some reason, this Pok閙on loves shiny coins that glitter.

002 Ivysaur



There's a bud on this Pok閙on's back. To support its weight, its legs and trunk grow strong. If it spends more time in the sun it means the bud will soon bloom.

Chat to your mates

Save your money! You can text using your GBA instead!

■ One of the new additions is the Union Room, a feature that enables you and your mates to chat to each other.

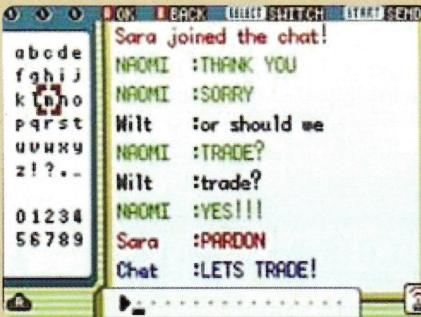
You'll find Union Rooms upstairs in Poké Centers and thanks to the Wireless Adapter you'll be able to chat away to your heart's content.

Up to 40 people can be in the Room at any one time, with five of you able to chat to each other simultaneously.

Whether it's game strategy, challenging someone to a battle or posting a request for a specific Pokémon so you can trade, it can all be done here!



How about you give me that Level 52 Blastoise and you can have my Metapod?



FOR CRYING OUT LOUD LET'S TRADE THESE POKÉMON AND GET OUTTA HERE!



This is the view from Rob's GBA last Friday night. He has no friends. Pity him.



■ We're getting lazy – insert your own fart gag here

Teachy TV mode's also new and offers hints and tips brought to you by the now-classic Poké Dude with his cheery sign off: 'A good deed a day brings happiness to stay!' So if you need a tutorial on battling or a refresher course on the different Pokémons Types this happy chap will provide all the answers in his

step-by-step courses. It's totally cheesy and most Poké fans will know all the information he has to offer, so don't be too disappointed if that's the case.

If you need to use a Paralyz Heal or Antidote in FireRed or

LeafGreen you'll now get to see your Pokémon being treated by the latest Poké Mart medicines, something that's never been seen before. You'll also be able to view their status on the new-look menus which

have now been cut down to three pages – much easier to use. Each page is packed with tons of detail, from where you caught a particular Pokémon to its experience and a final page that states the Pokémon's attack details. You might not be able to remember it all in one go, but it's perfect you want to go >>>

005 Charmeleon



Charmeleon mercilessly destroys its foes using its sharp claws. Against strong foes it turns aggressive and the flame on its tail flares bluish white.

008 Wartortle



Its tail is large and covered with thick fur. The tail's colour gets deeper as Wartortle ages. The scratches on its shell show this Pokémon is a tough battler.

068 Machamp



Machamp has mastered every kind of martial arts. If it grabs hold of the foe with its four arms the battle is over. The hapless foe is thrown far over the horizon.

080 Slowbro



Slowbro's tail has a Shellder firmly attached. As a result, the tail can't be used for fishing. This causes Slowbro to grudgingly swim and catch prey instead.



■ Look at the footprint effect. We love it so much we had print it



■ Starter Pokémon face off! Who will be the best? (It's Bulbasaur)

»» out and become a true Pokémon Master.

The status page changes first appeared in last year's *Ruby* and *Sapphire* and Game Freak have even seen fit to add the two-on-two battling once again. This style of confrontation never appeared the first time around so keep 'em peeled for double trouble Trainers as you travel the Routes and cities of Kanto. Making sure you keep your squad in top condition and you have a strategy planned when the screen cuts to the battle is going to be key to your success!

Berries will also appear during your *FireRed* and *LeafGreen* quest and that's where you'll need a Union Room once again. Instead of the Berry blending that appeared in *Ruby* and *Sapphire* these new games have incorporated Berry crushing and you'll need between two and five of you to grind up that fruit. The more you grind up the higher the



number of juice points you'll get. Mash up a ton of them and you'll be able to get some awesome items in your new-look Bag.

The Bag itself is once again accessed from the pause menu and has three different pockets you can open. The main section contains items like your Bike (gawd knows how

that gets in a bag!), while the left side contains your Potions and the right stores your collection of Poké Balls. Be sure you save that Master Ball for Mewtwo though!

With so many hours required to battle your way across Kanto you'll be forgiven if you can't remember what you were told at the start of the game – it might even be as long ago as last month for

crying out loud! Fortunately, there's no need for a pen and paper – it's all done on your GBA now. Just by calling up the Voice Checker you can recall essential information to help you on your way. Pokémon know-it-all Professor Oak is just one of them, but you can also call upon the help of the Pokémon Gym Leaders, including old favourites like Misty, Brock and Lt. Surge.



086 Seel

Seel hunts for prey in the frigid sea underneath sheets of ice. When it needs to breathe, it punches a hole with the sharply protruding section of its head.



094 Gengar

Sometimes on a dark night your shadow will appear to suddenly overtake you. It is actually a Gengar running past you, pretending to be a shadow.



095 Onix

Onix has a magnet in its brain, acting as a compass so it doesn't lose direction while tunnelling. As it grows, its body becomes increasingly round and smooth.



003 Venusaur

The flower on Venusaur's back is said to take on vivid colours if it gets plenty of nutrition and sunlight. The flower's aroma soothes the emotions of people.

Return of the King

There was only ever one Pokémon Master (and fiery shirt). This is his verdict!

■ Back in the days of *Pokémon Red* and *Blue* there was only one Pokémon Master on the planet, ex-NOM Editor, Dave McComb.

With the remakes of the original games on GBA, we tracked down Dave to see what he thought of *FireRed* and *LeafGreen*.

'I've been playing it for a few days now and I have to say it's like I've never been away from these all-time classic games,' Dave said. 'The adventures now look loads better in colour, too. Who would have believed that Ash's bedroom looked like that? It's so much better than the black and white in my day, and I've already evolved my Bulbasaur. I've also stocked up on a Mankey, a Zubat and grabbed my mate Pikachu in Viridian Forest. What a guy!'



Back in the day

Things have changed since *Pokémon* launched in 1999...

In keeping with *Pokémon* history, *FireRed* and *LeafGreen* have recreated the opening movie of *Red* and *Blue* for your viewing pleasure...



Hours later and you'll be ready to face off against the Elite Four, the ultimate test of your Poké squad. The fun doesn't end there though. Once you've seen off that lot it's onto the game's secret Islands and the chance to capture Legendary Pokémons. Remember Ho-Oh and Lugia from *Gold* and *Silver* anyone? What about Mewtwo? And Articuno? They're all here and we'll be showing you how to catch these bad boys in a future issue of *NOM* so all you Pokémaniacs should stay tuned!

To anyone who played the originals these new, if simple, additions certainly add to the whole *Pokémon* franchise. Most of you have probably played *Pokémon* before and



will know that you aren't just playing an RPG. You should never be fooled into thinking this is a game for babies.

The music may be nauseating to the point of retching and be prepared to live in a bright and cheery world for weeks – but where

gameplay is concerned this is as far removed from *Pokémon Channel* as you would expect. This is a proper adventure!

FireRed and *LeafGreen*, just like *Ruby* and *Sapphire* last year, is an experience that any gamer needs to try at least once. These games totally immerse you in the world of



We wonder if the captain of the S.S. Anne is still feeling seasick?

The long grass is where the Pokémons hide. Try to get 'em all!

searching grass just so that you can level-up and improve the power of your squad. You can quite easily spend an entire day just building up your stats to get your squad racing towards Level 100, especially for your most prized Pokémons. Just learning who beats who can take ages. >>>

006 Charizard



Charizard flies around the sky in search of powerful opponents. It breathes fire of such heat that it melts anything, but never turns its breath on weaker opponents.

009 Blastoise



This Pokémon has water spouts that protrude from its shell. They are very accurate and can shoot water with enough accuracy to strike empty cans from 160 feet.

011 Metapod



The shell covering its body is as hard as an iron slab. Metapod does not move very much, staying still and preparing its soft innards for evolution.

017 Pidgeotto



This Pokémon claims large areas as its own territory. It flies around patrolling its living space. If its territory is violated it shows no mercy with its sharp claws.



» At the end of the day the more you put into *Pokémon*, the more you'll get out of it. If you were too young for it first time around or missed it completely don't let any nagging doubts stop you getting into it now.

FireRed and *LeafGreen* offer complete value for money and you'll be playing them all the way to Christmas and into next year. If you played Red or Blue to death you know *Pokémon* is a classic and unlike



■ Yasu's about to do something called "losing to a girl"



■ Zubat's are back to make sure you won't go more than three steps without a ruck. Classic

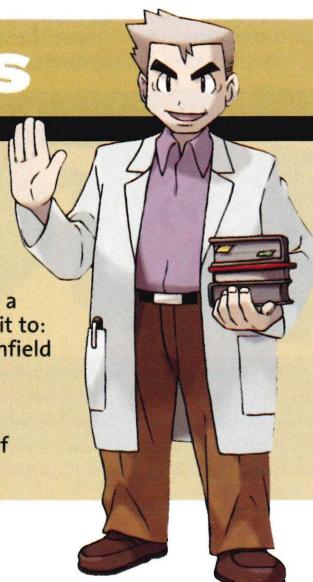
Squad ratings

Send us your teams of Poké power

■ We know you're going to be battling long and hard over the coming months on *FireRed* or *LeafGreen*, that much is certain. To help out the NOM crew we've recruited Professor Oak to rate your squad and see if it will stand up to the rigours of the Elite Four.

All you've got to do is send in your *Pokémon* squad on a piece of paper, adding the Levels for each one, and send it to: Check Out My Squad Professor!, NOM, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW. Alternatively email it to rob.burman@emap.com

Once done, we'll choose some squads at random each month and Professor Oak will use his knowledge to see if there's anything you need to change!



So, should you buy it?



Yes if...

You can't say anything without ending your sentences with PIKA!

No if...

Pokémon have you running for the bog 'cos you can't stand the sweet world they live in.

You'll love it if you like...

RPGs knee-deep in crazy animal creations and no swords or sorcery in sight.

GRAPHICS 8

With no GBC limitations it's exciting battles and cool *Pokémon* all the way!

SOUND 7

The old tunes are reworked sounding like a Fisher Price strapped to your ears.

GAMEPLAY 9

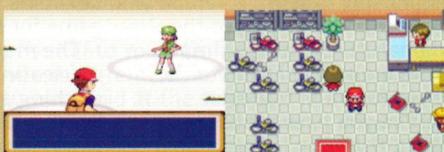
It's all familiar, but once a *Pokémon* is in the bag it's like you'd never left Kanto.

LIFE SPAN 9

Pokémon to capture, trading to be done and secret islands! We need a lie down...

VERDICT

► *Pokémon* can still out-do all with its classic RPG gameplay. It doesn't fall prey to being another half-hearted remake either. Haters will never be converted, but for the rest it offers hours of fun. Trust us.



BEST BIT: Beating a mate in battle. It's not *Wario Ware*, but it comes close. **WORST BIT:** We can't show the music, so here's something pretty instead.

SECOND OPINION

► I was in a six-year coma when *Red* and *Blue* came out, but that doesn't matter now – I finally get to play the best-ever *Pokémon*... IN COLOUR. *Kingsley Singleton*

Nintendo®
OFFICIAL MAGAZINE UK SAYS...

"PIKA ME UP"

92%

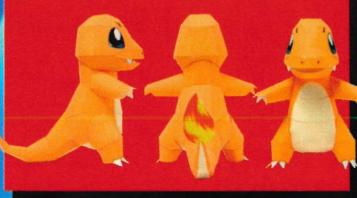
TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

The world's first OFFICIAL Pokémon magazine!

ALL THIS INSIDE YOUR
4 IN 1
PACK!
WOW!



- 1 READ IT!**
YOUR POKÉMON OFFICIAL MAGAZINE!

GAMES! CARTOONS! PRIZES! CARDS!
- 2 MAKE IT!**
YOUR OFFICIAL 3D POKÉMON MODEL!

- 3 STICK IT!**
MASSIVE POKÉMON DOUBLE-SIDED POSTER!

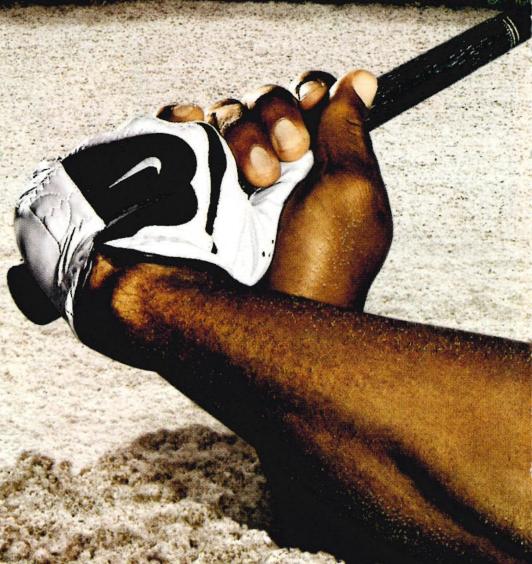
- 4 SLAP IT!**
POKÉMON FRIDGE MAGNETS!
6 awesome magnets – Pikachu, Squirtle, Meowth and more!


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ALL NEW! – first-ever issue on sale October 1st
THE ONLY MAGAZINE FOR ALL POKÉMON FANS

TIGERPROOFING

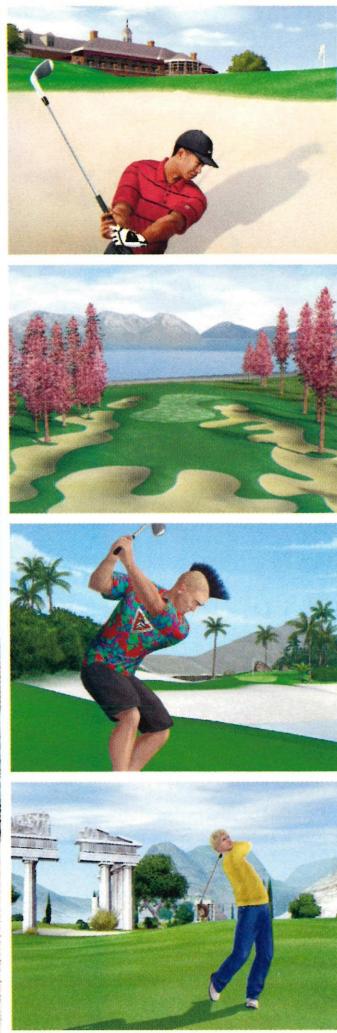
You control the course,
you control the weather.



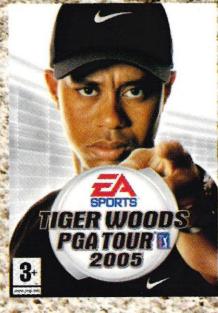
TIGER WOODS



Tiger Woods is really good at golf. So we let you alter his world. Make bunkers deeper. Make fairways narrower. Make the rough rougher. Make it rain. Make it night. Confuse and torment the greatest golfer in the world. Take it online* and prove yourself the master architect. And if you and your course humble Tiger, there's always Seve Ballesteros, Gary Player, Jack Nicklaus and an army of unbeatable legends waiting for you around any given dogleg. Just remember, no matter how hard you make the course, you also have to play it.



easports.co.uk/tigerwoodspgatour



It's in the game.™

* INTERNET CONNECTION REQUIRED for online play. PlayStation 2 online play requires Internet Connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). Online play may not be available on all platforms. See product pack for details.

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INSIDE World of Nintendo

UK GETS ZELDA FIRST!

Minish Cap to be released here before anywhere else

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Nintendo announces a microphone for GameCube

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Exclusive screens of the crazy bongo platform game

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MORE DS GAMES!

List of titles for Nintendo's latest continues to expand

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It's war out on the links in NOM's golf challenge

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WIN THE NEW POKÉMON

FireRed & LeafGreen up for grabs, plus GBAs

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WARIO'S BRAIN BUSTERS

Puzzles tougher than any final boss. Are you up to it?

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BIG IN JAPAN NEWS

Exciting new *Wario Ware* game under the microscope

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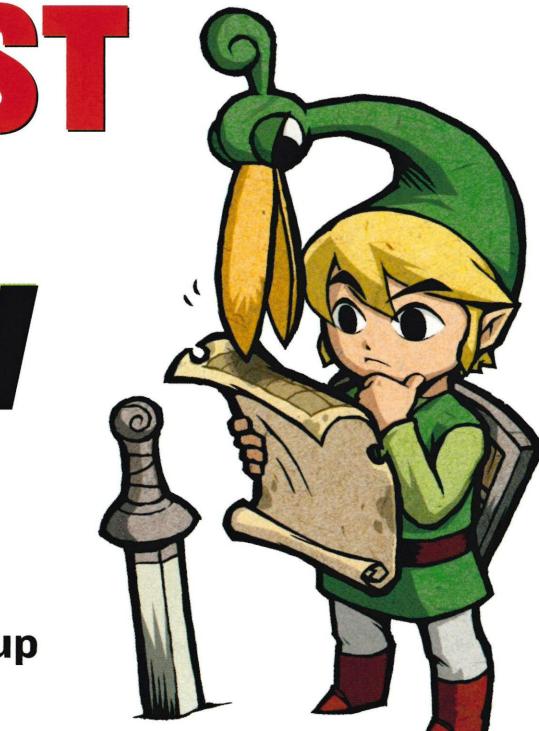
UK FIRST FOR **MINISH CAP!**

A rare treat as Nintendo confirms its games line-up for the rest of 2004.



It's not often that the eyes of Japanese and American gamers fall jealously on the UK, but November 12th is the day we get to play the latest *Legend of Zelda* adventure, while our friends abroad will be waiting until next year. This is the first time a *Zelda* game has debuted outside of Japan.

There's further good news with *Metroid Prime 2* being nailed down to November 26th and *Paper*



Mario 2, *Tales of Symphonia* and *Donkey Konga* all in contention for a place on your Christmas gift list. A list of the first party highlights is included below, but that doesn't take into consideration a massive roster of killer third-party titles begging to be played, too.

On GameCube, *Def Jam: Fight For New York*, *FIFA 2005*, *T.H.U.G. 2* and *X-Men Legends* all arrive in October. November boasts *GoldenEye: Rogue Agent*, *Need for Speed Underground 2* and the new *Lord of the Rings* game. *Prince of Persia 2* and *Call of Duty: Finest Hour* will arrive this year, too.

The eagerly awaited *Final Fantasy I & II* is also on the slate before Christmas, a mere couple of months after the Japanese version. Given that previous *Final Fantasy* games on PlayStation have taken a whole year to be translated into English, this is great news.

Nintendo software highlights

POKÉMON LEAFGREEN/FIRERED

PIKMIN 2

DONKEY KONGA

THE LEGEND OF ZELDA: THE MINISH CAP

PAPER MARIO 2

MARIO VS. DONKEY KONG

TALES OF SYMPHONIA

METROID PRIME 2: ECHOES

SUPER MARIO BALL

MARIO PARTY ADVANCE

FINAL FANTASY I & II: DAWN OF SOULS

October 1st

October 8th

October 15th

November 12th

November 12th

November 19th

November 19th

November 26th

November 26th

December 3rd

December 10th

Mario Party 6 rocks the mic

It's time to start talking to your GameCube.

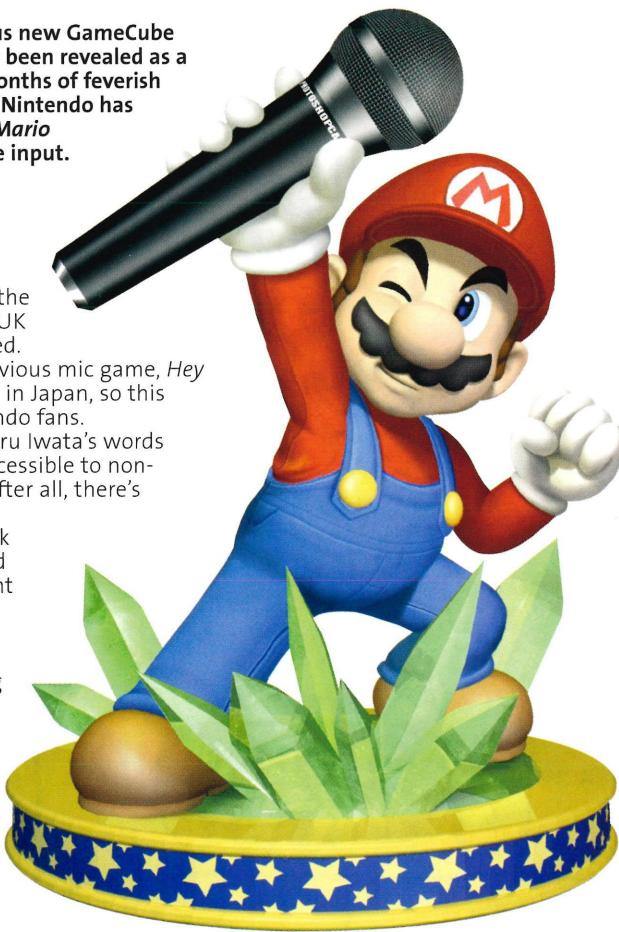


Nintendo's mysterious new GameCube peripheral has finally been revealed as a microphone. After months of feverish speculation since E3, Nintendo has announced that the upcoming *Mario Party 6* will support microphone input.

According to Nintendo of America, the game comes with a mic, allowing you to "control some furiously fun mini-game action with the sound of your voice". The game is released in the States before Christmas, but a UK release date is not yet confirmed. Remember, however, that a previous mic game, *Hey You Pikachu!*, was only released in Japan, so this comes as great news for Nintendo fans.

Suddenly NCL president Satoru Iwata's words about making *Mario Party 6* accessible to non-gamers makes perfect sense. After all, there's no more intuitive interface yet available than being able to talk to the characters on-screen and tell them exactly what you want them to do.

Third parties have also been quick to support the new add-on, with XS Games announcing the grammatically indefensible *Git On Da Floor* and *Git On The Mic* – the latter of which is a straight-out karaoke title. There was also a rumour that *Resident Evil 4* would support the mic, but a Capcom spokesperson told us that was "ridiculous". So now you know.



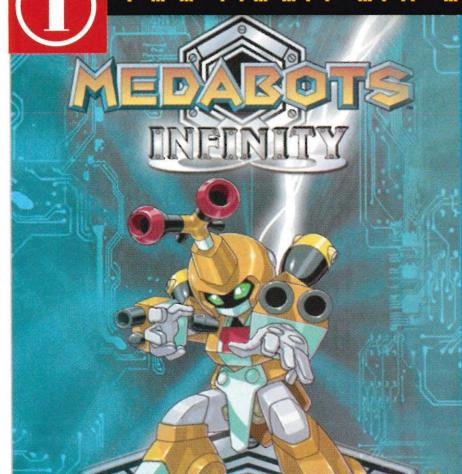
PREVIOUSLY IN MICROPHONE GAMING....



■ It's Hey You Pikachu! Tell him to do stuff. He'll do ANYTHING

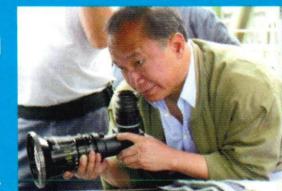


TOO MUCH INFO



MEDABOTS FOR UK

GameCube-exclusives are always good news. So while we've never seen the anime that inspired it, we're keen to see what *Medabots Infinity* is all about. It's out on September 23rd, but don't go buying it until you read our words next month.

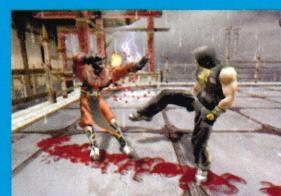


METROID MOVIE STALLS

It seems that you won't be watching a *Metroid* movie on the big screen any time soon. *Metroid* guru Yoshio Sakamoto clarified to the Japanese gaming press that while the film had indeed been optioned by John Woo's associates, it wasn't anywhere close to being 'in production'.

MORTAL KOMBAT RETURNS

It seemed that we'd seen our last Midway title screen on GameCube, but the publisher has just announced *Mortal Kombat: Deception* out of the blue. To make up for the launch being delayed to early 2005 and featuring no support for online play, Midway is adding a couple of GameCube-specific features.

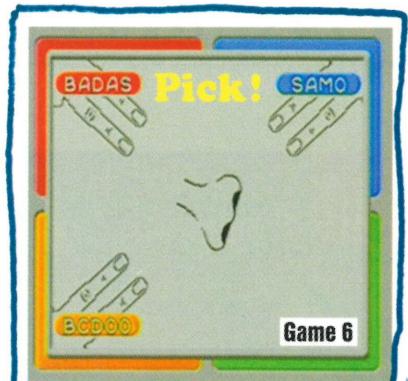


ANOTHER HARVEST

If you were one of the lucky few that managed to track down a copy of *Harvest Moon: A Wonderful Life*, we've got good news. Creator Natsume has announced a sequel, tentatively titled *A Wonderful Life 2*. No other details are available at present.

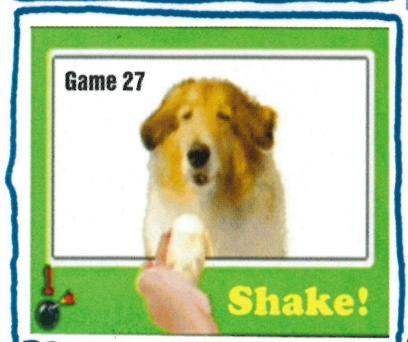
DANCEMAT FEVER

GameCube is finally getting in on the dancemat action. *Git On Da Floor* by XS Games is GC's first dance title, and it's due out in the US in November. We'll keep you informed of any UK developments.



Wario Ware, Inc.

MEGA PARTY GAME! Out 3/9/04



Multiplayer



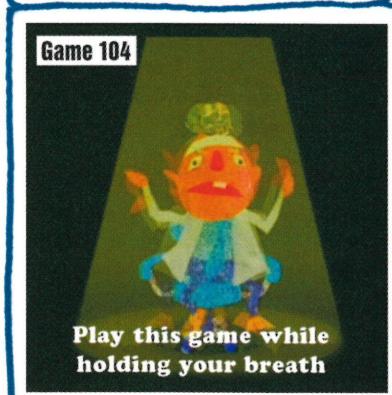
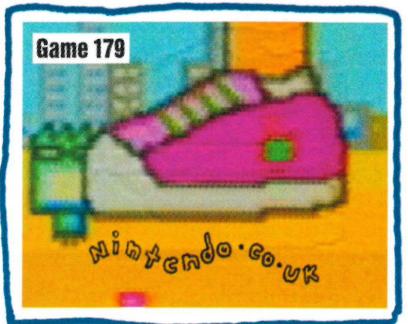
NEVER BE **BORED** AGAIN



By Scot Yule, Aged 19
Before playing
Wario Ware



By Scot Yule, Aged 19
After playing
Wario Ware





Forget everything you're used to in video games. *DK Jungle Beat* doesn't conform to any of the normal gaming rules. Who needs that D-Pad? And why have an A button to jump?

DK takes old-skool platforming action to a new level by using the bongos as the controller. We know what you're thinking – only two buttons and a clap sensor?! That's crazy talk.

But on the contrary, slamming the bongos to make DK sprint, jump, bounce off walls and punch the life out of enemies is one of the most satisfying gaming



■ Revenge: the monkey cacks himself in fear of killer radioactive bananas

Move to the Jungle Beat

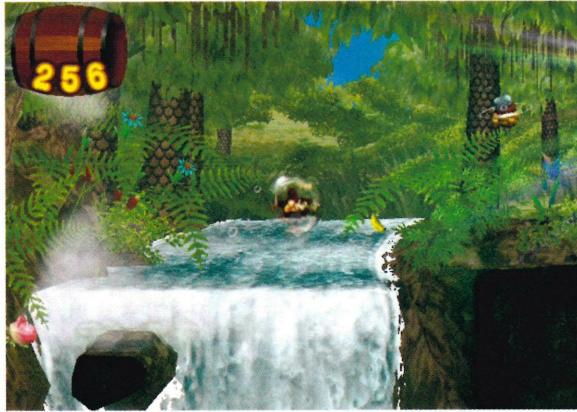
Exclusive screens reveal all kinds of monkey business.

experiences you could ever have. We know – we were the monkey-slapping ambassadors at E3.

And by the looks of these exclusive new screens, *Jungle Beat* has a ton more gameplay mechanics in store than we first thought. Check out Donkey Kong shoving bananas into his fury gob like there's no tomorrow.

Nintendo is keeping schtum with the actual gaming details at the moment, but we would imagine that you'll be hammering the bongos mad-style to get DK's left and right arm going at the ninja bana-munching.

We guess the same bongo-



■ Somehow, hitting bongos makes Donkey Kong do this



bashing action is needed to make the big monkey put dents into the head of that giant plant thing with hyper fists of fury.

We can only imagine what crazy monkey madness is going on in the other shots, but we reckon we'll be seeing a rise in the number of people bashing the bongos when hectic banana-munching gets the better of your ham-fisted dad or body-building uncle.

When will bongo punishment begin? Nintendo says early 2005.



■ DK power-scoffs piles of 'nana while his mini-mes do a konga dance

We're giving you the willies!

Blag yourself a copy of *Shaun of the Dead* and *Resident Evil Zero*!

Zombies are scary, that's a fact! But can zombies be funny? Well, if you win a copy of Brit-comedy *Shaun of the Dead*, starring super-laugh boys Simon Pegg and Nick Frost, you'll be able to see for yourself.

We've got five copies to give away, along with five copies of *Resident Evil Zero*, so you can scare yourself silly after laughing your ass off. To win, just answer that question over there. All entrants must be 15 or over though! No excuses. And we WILL be checking!

HOW TO ENTER

BY TEXT: Write "nomcomp SHAUN", then the letter of your answer and send it to 83149.

BY POST: Send your name, age, address, telephone number and your answer to: *Shaun of the Dead* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

? QUESTION

Which city features in the *Resident Evil* games?

- a. Raccoon City
- b. Badger City
- c. Beaver City



Nintendo
OFFICIAL MAGAZINE UK

READER SURVEY

Prime beats the primates, just**We asked:** Is *Konga* above *Prime 2* on your Xmas wish-list?

■ Sure, *Donkey Konga* is a very innovative and creative game, but *Metroid Prime 2*'s multiplayer-blowout beats pretty much everything. Fact.

JESPER FESTIN

■ I would have a better time destroying some nasty *Metroids* than banging on a pair of bongos this Christmas.

JOSEPH FAUGHNAN

■ I would much rather get *Donkey Konga*. I love DK and his friends and it's great that Ninty is releasing a new type of game.

ROWLAND BENT

POLL RESULTYES 33%
NO 67%**This month we ask:**
Do 2D shooters still excite your modern gaming brain?**It looks sweet, but not that sweet****POLL RESULT**YES 25%
NO 75%**We asked:**
Has *Paper Mario 2* got the best graphics EVER?

■ Although *Paper Mario 2* has sweet graphics, it can't be compared to the awesome lighting in *F-Zero GX* and the absorbing atmosphere of *Resident Evil 4*.

ADAM MOSS

■ *Paper Mario 2* has the best graphics since... forever. Forget *Metroid Prime 2* or *Donkey Konga*. This is going to rock my Christmas. Goodbye *Mario 128*, hello *Paper Mario 2*!

PAUL CERVI

This month we ask:

Are you loving the idea of mic-based games for GameCube?

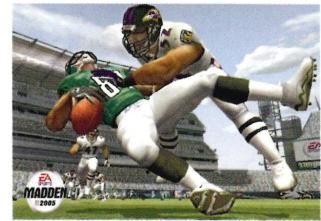
Email YES or NO and a brief comment to:
michael.jackson@emap.com – don't forget to include your name!

Dual-Screen games overload

NOA announces some real gems for DS US line-up...

Nintendo of America has released a list of third-party DS games in the pipeline for the US. Most of the big guns from the list we printed last month are in there, like *Viewtiful Joe* and *Mr Driller*, but so are some sweet new games, too.

One of the biggest surprises was in EA's line-up.

**Atari, Inc.**

- *Atari Classics*

Atus USA

- *Caduceus*
- *Snowboard Kids DS*
- Plus three additional titles in development

Bandai Entertainment Inc.

- *Meteos*
- *Mobile Suit Gundam Seed*
- Plus one additional title in development

Capcom Entertainment, Inc.

- *Mega Man Battle Network*
- *Viewtiful Joe*
- Plus one additional title in development

Electronic Arts

- *GoldenEye*
- *Madden NFL*
- *Need for Speed Underground*
- *Tiger Woods PGA Tour Golf*
- *The URBZ: Sims in the City*

Hudson Soft Co., Ltd.

- *Bomberman*

Koei Co., Ltd.

- *Dynasty Warriors* (working title)
- Plus two additional titles in development

Konami Digital Entertainment

- *Boktai* (working title)
- *Castlevania* (working title)
- *Dragon Booster* (working title)
- *Frogger 2005* (working title)
- *Survival Kids* (working title)
- *World Soccer Winning Eleven* series (working title)
- *Vandal Hearts* (working title)
- *WINX* (working title)
- *Yu-Gi-Oh! Nightmare Troubadour*

Majesco

- *Moonlight Fables*
- *Nanostry*
- Plus at least three additional titles in development

Namco Hometek Inc.

- *New Mr. Driller* (working title)
- *Pac 'n Roll* (working title)
- *Pac-Pix* (working title)

Orbital Media

- Four titles in development, including the genres of action platformer, strategy role-playing, combat racing and family.

SEGA of America, Inc.

- *Project Rub* (working title)
- *Sonic DS* (working title)

Square Enix Co., Ltd.

- A new story of *Secret of Mana*
- A new story of *Slime*
- *Morimori Dragon Quest*
- *Dragon Quest Monsters* series
- *Egg Monster Heroes*
- *Final Fantasy Crystal Chronicles* series

Summitsoft Corporation

- *Air Assault 2*
- *Organizer Plus*

Tecmo, Inc.

- *Monster Rancher*
- Plus one additional title in development

Telegames, Inc.

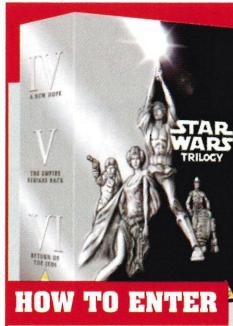
- *Ultimate Brain Games*
- *Ultimate Card Games*
- *Ultimate Pocket Games*

THQ

- *SpongeBob SquarePants*
- Plus five additional titles in development

Ubisoft Entertainment

- *Asphalt GT*
- *Rayman*
- Plus additional titles in development, including a major movie license for early 2005



It's wars!

"Woorroo!" What's that Chewie? Oh right, you're excited!

The *Star Wars Trilogy* DVD boxset is finally available to buy on DVD from September 20th and thanks to Twentieth Century Fox Home Entertainment and Lucasfilm we've got five copies to give away, along with five copies of *Star Wars Trilogy* on the Game Boy Advance.

QUESTION**What's the name of Han Solo's spaceship?**

- Millennium Sparrow
- Millennium Falcon
- Millennium Buzzard

BY TEXT: Write "nomcomp STAR", then the letter of your answer and send it to **83149**.**BY PHONE:** **0905 053 1104** **BY POST:** Send your name, age, address, telephone number and your answer to: The Star Wars competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

Do you want to get the hottest news from the world of Pokémon? Read it first right here...

PokéMON CENTER

Meet the new breed of Pokémon

From Meowth to Diglett, Pokémon has had some classic creations over the years, but one of the funniest we've come across is this awesome new creation.

This green Pokémon is known as Gonbe and according to internet rumours it is the first unveiling of a Pokémon from the next generation of cute characters.

Gonbe shows up in the seventh Pokémon movie, *Visitor of the Space Fissure* and he was also seen at the unveiling of the latest Pokémon jumbo jet in Japan, sparking Gonbe fever across the web.

The only Pokédex info we currently have is that Gonbe stands just over half a metre tall and weighs a whopping 231kg. Just think how many Berries it's scoffed in its entire lifetime! Considering it likes to eat out of rubbish bins we aren't in the least bit surprised...



Pokémon Official Magazine go for launch!

If you love everything to do with Pokémon, then you need to check out NOM's brand-new sister magazine, *Pokémon Official Magazine*.

Hitting shops on October 1st you'll be able to read all about *FireRed* and *LeafGreen*, trading cards, the cartoon series, toys and more!

The first issue of POM comes complete with three free gifts, including an official Charmander to make, a double-sided Pokémon mega poster and six wicked fridge magnets.

It doesn't end there though. There are tons of quizzes to test your Pokémon knowledge inside the mag, posters to put on your wall and competitions to win exclusive Pokémon merchandise!

Remember, it's on sale on October 1st at all good newsagents, so don't forget to rush out and by yourself a copy before they sell out!



GameGirl Advance... almost

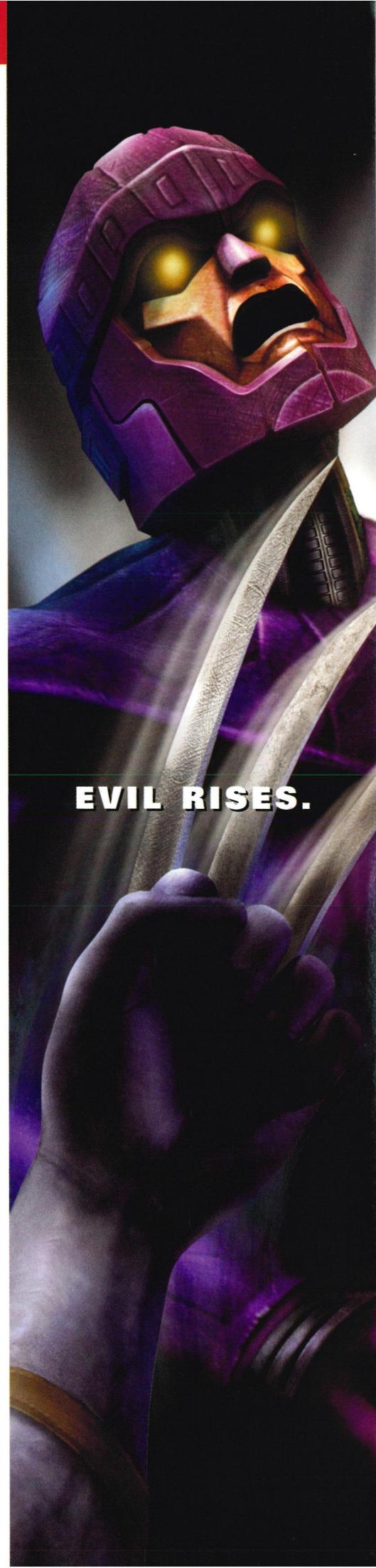
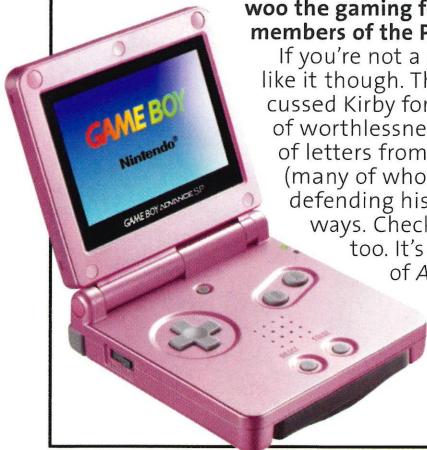
GBA SP goes pink to win over female gamers.

"Ergh! Pink is for GIRLS!" we hear the geezers out there say. That's right. Nintendo are releasing this snazzy Limited Edition Pink GBA SP to woo the gaming females and members of the Pink Power society.

If you're not a girl, you can still like it though. That's allowed. We cussed Kirby for being a pink blob of worthlessness and had loads of letters from Kirby lovers (many of whom were boys) defending his blubbery pink ways. Check the groovy box, too. It's like something out of Austin Powers –

Kingsley's getting excited already.

The all-new Pink GBA SP will be hitting shelves on October 29th, just in time for Christmas. So, if you can't think of what to get your kid sister this year, then you'd do no wrong getting this. Oh, and a copy of Pokémon to keep her quiet.



EVIL RISES.

FUTURE FIVE

We've broken out our Tarot cards and peered into the misty depths of the future. Here are the games that poked us in the eye...



MAWARU MADE IN WARIO

We loved *Wario Ware* more than our brains could stand and we know you did, too. If early reports are anything to go by, this could be the greatest GBA sequel ever. Shake! Shave! Catch! Classic!



STARFOX 2

The bushy-tailed one's return to the big-time has been pushed back to 2005, but it's still going to be awesome. It'll be great to pilot an Arwing again!

SUPER MARIO BALL

Your average pinball game can be a bit dull, can't it? But bang Mario in the mix and suddenly we're stupidly excited. It'll be flipping great... geddit?



3

MARIO TENNIS

The original was an absolute blast in multiplayer and we should be going hands on with it next month, so stay tuned for a full, official and exclusive preview.

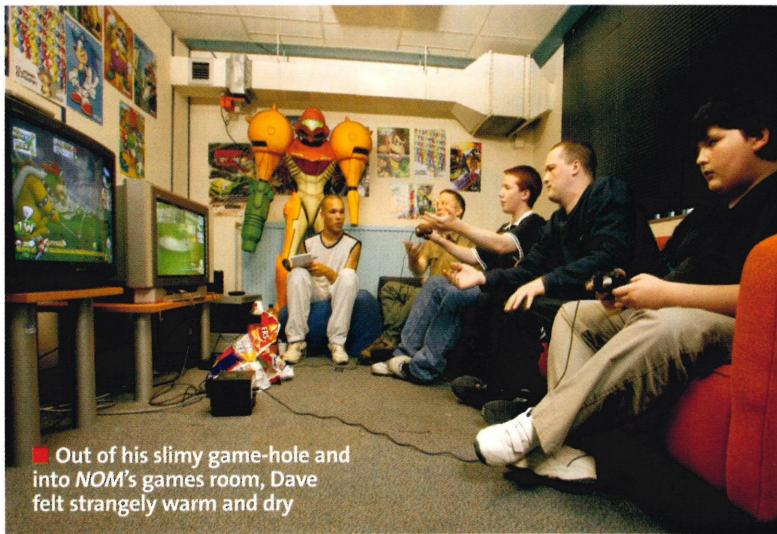


MARIO PARTY ADVANCE

There's going to be a whopping 60 mini-games in here and loads of crazy inventions to buy from the awesome Professor E. Gadd. Game on!



5



Out of his slimy game-hole and into NOM's games room, Dave felt strangely warm and dry

It's NOM'S



Mario Golf Day was sure to be no ordinary day. It was the day when NOM would find its *Mario Golf: Toadstool Tour* champion. In issue 142 we told you to send us proof of your best score on the *Nintendo Official Magazine Course*, and it had all come down to this.

We sorted through the entries and picked out the four best scores from the skilled golfers that would be invited to NOM Towers to compete in the finals. Mike and Rob were the cleaning ladies with the task of making a safe environment out of the rubbish tip that plays host to NOM's daily lunchtime *Four Swords* face-offs. A six-foot-tall Samus overlooked our games den as the four finalists battled it out for the top prize. It was a great day for all four of them, but there could only be one big winner. And it wasn't going to be Mike or Rob.

THE SEMI-FINALS

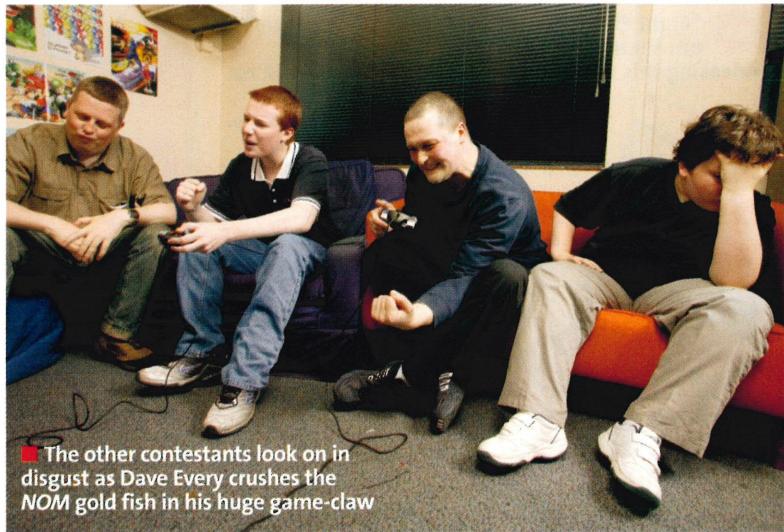
We started off with two-on-two matches on the front nine holes of Blooper Bay in Skins mode. Alan went up against John and Dave faced Rory. It was a harsh knock-out round and the two winners went through to the big final. Lose and it was bye-bye.

Dave made a terrible start, hitting a wooden post near the tee on the FIRST HOLE. Rory liked that. What he didn't like was when Dave made a quick recovery and was soon banging

them in under par. Rory soon lost sight of the final.

Alan was equally gutted. Four holes in and he still didn't have a point. He should have practised more because he couldn't compete with John's neat (flukey) chip-shots that were bouncing home all the way.

The results were clear – it was going to be a Zeepvat/Every final. The pair tucked into pizza before gearing up for the clash of the golfing titans.



The other contestants look on in disgust as Dave Every crushes the NOM gold fish in his huge game-claw

THE CONTENDERS



ALAN BROOKSBY,
NORWICH

Character: *Mario*

Alan bought his kid a 'Cube for Xmas and ended up playing it himself. "Please dad, can I play?" "NO!" But he did bring his son, Carter, along to watch his moment of glory (shocking failure).



RORY CATLING,
KENT

Character: *Bowser*

Rory let his thumbs do the talking. Okay, so he might not have been telling them to lose, but things don't always go to plan. He still had a good day though, maybe 'cos he played *Four Swords*.



JOHN ZEEVAT,
MILTON KEYNES

Character: *Shadow Mario*

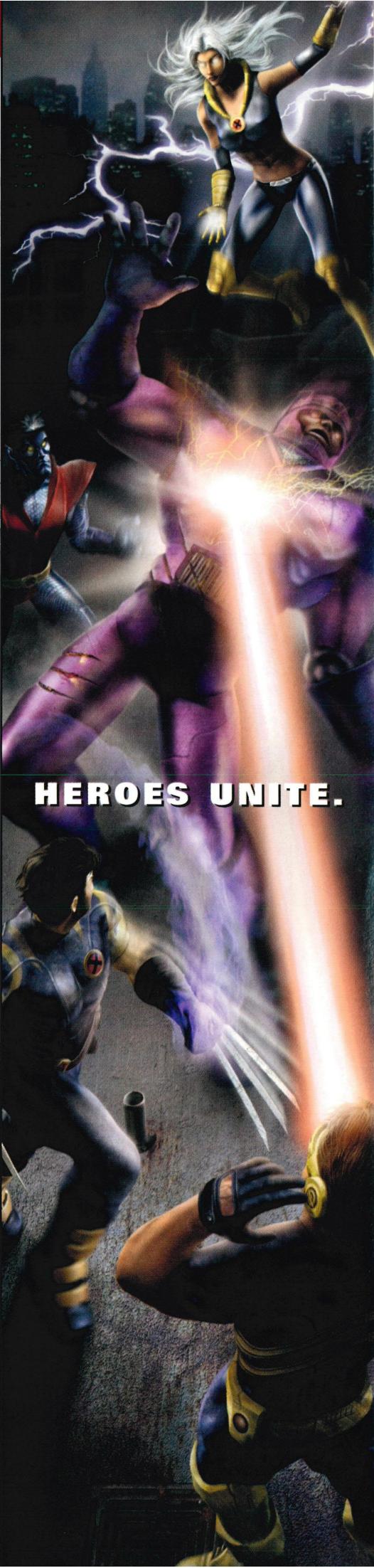
John was so confident he could hardly get his head through the double-door entrance to *NOM*. He did rule the last Hall of Fame though and wanted to embarrass Dave, his Hall of Fame rival.



DAVE EVERY,
CHESHIRE

Character: *Daisy*

Like a silenced PP7 – Dave is quiet and deadly. Arriving late, he grabbed a pad and calmly ruined the opposition. He also stunned *NOM* with his power-sliding *Mario Kart* skills.



Mario Golf Day

Four finalists cruised to *NOM Towers* for a pizza-eating, club-swinging day of *Mario Golf* fun and frolics. And a champion emerged...

THE FINALS

The semi-finals done and dusted, Dave and John had only one thing on their minds – supreme victory.

You would've thought we'd have finally found the two best *Mario Golf*-ers in the country and that they'd be prepared for anything. But sadly Bowser Championship proved almost impossible. For crying out loud Dave won the first hole with a double bogey! A DOUBLE BOGEY!

It went steadily downhill from there and the fifth hole was an absolute disaster for John when he trapped his ball in a huge crater. It took him five shots to get to the fairway, never mind putt. It was all over for John, as Dave picked up four points – the last holes were tied. With the points under his belt Dave knew he was our golfing champion, while John hung his head in shame. Rob thought he could hear him quietly weeping.



HEROES UNITE.

THE CHAMPION OF CHAMPIONS



(left to right) Very happy, very tired, very gutted, very Every

Out of the rough of that final round, Dave had emerged victorious and was eager to collect his awesome prizes. Even though they lost Rory, Alan and John, who pulled himself together to collect his prize, received a *NOM* T-shirt, a certificate and *F-Zero GP Legend*. But Dave, the *NOM Mario Golf* king, got all that plus *Fire Emblem*, *DK Country 2* and a £25 Virgin Megastore voucher.

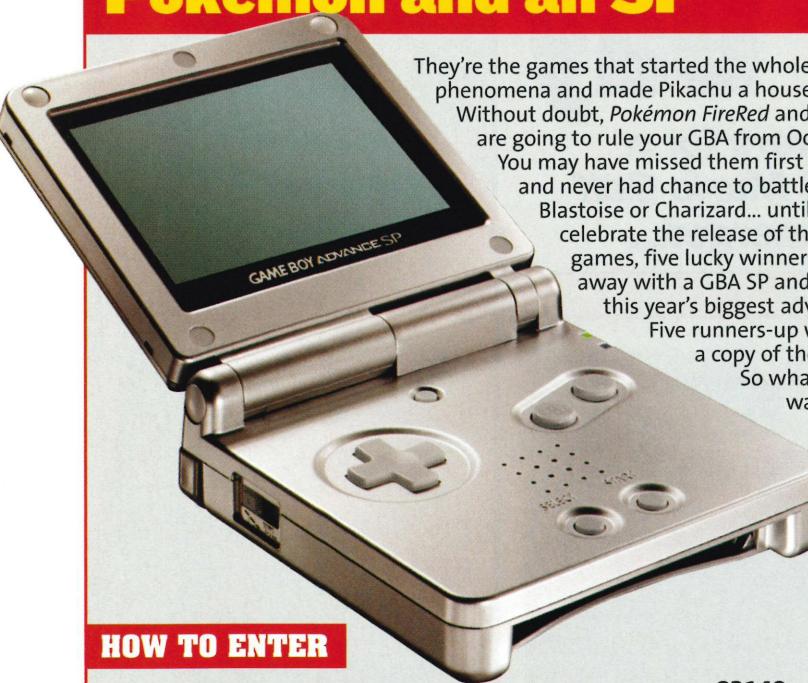
He wasn't content with just winning *Mario Golf* though: "I think today just proves I'm the best at any Mario game. Come and take me on if you think you're good enough."

We're going to have more special *NOM* challenges, so watch this space and get ready to wipe that smug smirk off Dave's face.

THE BIG POKÉMON COMPETITION

After years of scientific research, we at **NOM** are giving you the chance to travel back in time to 1999, a bit like in *Back to the Future*. Just enter this month's cracking competition.

Pokémon and an SP



They're the games that started the whole *Pokémon* phenomena and made Pikachu a household name. Without doubt, *Pokémon FireRed* and *LeafGreen* are going to rule your GBA from October 1st.

You may have missed them first time round and never had chance to battle with a Blastoise or Charizard... until now! To celebrate the release of the new games, five lucky winners will walk away with a GBA SP and a copy of this year's biggest adventure.

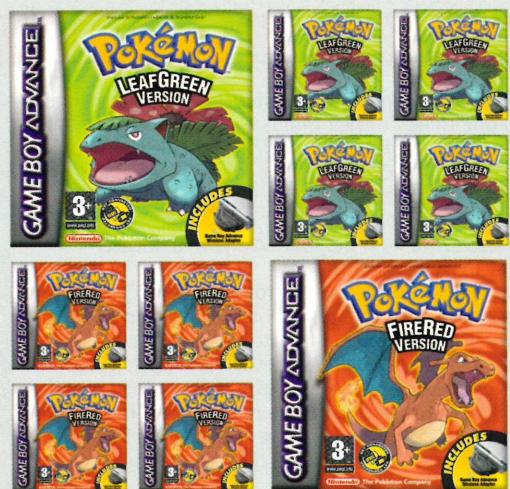
Five runners-up will also bag a copy of the game.

So what are you waiting for?

QUESTION

What does Pokémon stand for?

- a. Poker Monsters
- b. Poke my Monster
- c. Pocket Monsters



HOW TO ENTER

BY TEXT: Write "nomcomp POKE", then the letter of your answer and send it to **83149**.

BY PHONE: **0905 053 1101** **BY POST:** Send your name, address, telephone number and your answer to: The *Pokémon* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.*

It's okay to have toys

QUESTION

Who runs the store in Animal Crossing?

- a. Tom Nook
- b. Tom Puke
- c. Tom Fluke

We're giving you the chance to build your very own *Animal Crossing* town (complete with quirky animals) with these cool figures and houses based on the game we gave 90%. In all there are five sets to be won, along with five copies of the fantastic game.



BY TEXT: Write "nomcomp MODEL", then the letter of your answer and send it to **83149**.

BY PHONE: **0905 053 1102** **BY POST:** Send your name, address, phone number and answer to: *Animal Crossing* comp, NOM UK, Bushfield House, Orton Centre, P'boro, PE2 5UW.*

ISSUE 143 WINNERS

NES CLASSICS COMPETITION

- Colin Dalgarno, Aberdeen
- Ross Murray, Edinburgh

SPYRO AND CRASH COMPETITION

- MAIN WINNER**
- Michael Davidson, Liverpool

RUNNERS-UP

- Tim Connor, Essex

- Peter Johnson, Bristol
- Alex Frost, Somerset



Guardian

October Edition, 2004 | Price: 5 bells

PUMPKIN SHORTAGE HITS TOWN!

Each month the *Animal Crossing Guardian* will give you a rundown of all the big events happening in the world of *Animal Crossing*. From fishing tournaments to weird festivals, we'll make sure you don't miss a thing that's going down in your town.

OCTOBER

Monday 4th – Explorer's Day

Find the Mayor at the well and he'll give you a bottled ship. But speak to him before 6pm or you won't get the present.

Friday 15th to Monday 25th – Mushrooming Season

Every day five mushrooms will appear at 8am, but every 15 minutes one will disappear. You're going to have to be quick picking them though because all the residents in the town will be after those valuable fungi, too – they're worth 5,000 Bells.

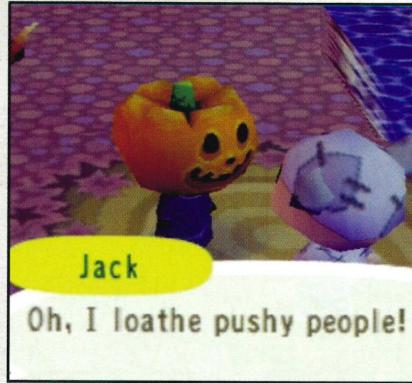
Saturday 31st – Halloween

The animals will put pumpkins on their heads and run towards you to ask for sweets. One of these will be Jack O' Lantern. You'll be able to tell who he is because he won't run up to you. If you give him some sweets he'll give you a piece of spooky furniture.

You can buy sweets in Nook's Store 15 days before Halloween. It's best to buy some because if you don't have any when someone talks to you, they'll trick you. Also, if you correctly identify the Mayor he'll reward you with a model of Katrina's Tent.

Date varies – Harvest Moon

Check your calendar to find the exact date. Then go to the lake from 6pm to 9pm and you can see the moon reflected in the water. The mayor will give you a model of the moon, too.



Look! It's Mr Pants!

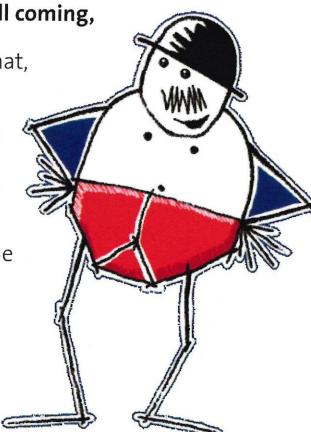
In a literally 'fairly shocking' move, N64 god Rare has put its old nuts into some brand-new pants.

Once upon a time, before Rare severed ties with Nintendo to join Microsoft, there was a puzzle game called *DK Coconut Crackers* that was scheduled for release on GBA. Well, after aeons of waiting the game is still coming, but with a few tweaks and a totally different name.

Say hello to Mr Pants, a weird looking guy with a bowler hat, a moustache and a big pair of red Y-fronts. Seriously, we're not making this stuff up! It's basically a funky reworking of *Coconut Crackers* and it could be a serious contender for the title of puzzle classic.

Using the age-old puzzle favourite of blocks, players must line up pieces of the same colour, which then vanish. There are lots of different modes to play, including a multiplayer, but the things that'll make this game really stand out are the curious graphics and, of course, the fact it has the quirkiest star since the line-up of unusual suspects in *Wario Ware*, Mr Pants even talks and sings to you between levels.

The arrival of this great looking character on GBA could restore Rare's rep to the heady days of its N64 triumphs. Plus, if it's good they might make a sequel called *Miss Thong*... fingers crossed.



**LEGENDS
ARE BORN.**

COMING OCTOBER 2004

**X-MEN
LEGENDS**

x-men-legends.com

MARVEL

NINTENDO
GAMECUBE™

XBOX



PlayStation®
2



N-GAGE
NOKIA

ACTIVISION®

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WILL YOU BE THE ONE LEFT STANDING?

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BUSTA RHYMES
CAPONE CARMEN ELECTRA
COMP CRAZY LEGS
DANNY TREJO DAVID BANNER
DJ ENUFF DJ FELI FEL
ELEPHANT MAN
ERICK SERMON FAM-LAY
FAT JOE FLAVA FLAV
FREEWAY GHOSTFACE KILLAH
HAVOC HENRY ROLLINS
ICE-T JOE BUDDEN
KIMORA LEE LIL' FLIP LIL' KIM
LUDACRIS
MACK 10 MEMPHIS BLEEK
METHOD MAN
N.O.R.E OMAR EPPS
PRODIGY REDMAN
SCARFACE
SEAN PAUL
SHAWNNA SLICK RICK
SNOOP DOGG
STICKY FINGAZ WARREN G
WC XZIBIT



Challenge Everything™



Wario's brain busters

Look at Wario... he's laughing at your lack of knowledge! Ha ha!

Nintendo know-it-all

Test your brain with these tricky Ninty questions...

- Who is Fox McCloud's rival pilot in the *Starfox* games?
- What was the first game in which Luigi had to search for Mario?
- The Japanese game *Dream Factory: Doki Doki Panic* was re-released as which game outside of Japan?
- What is Ganondorf's last name?
- How many playable characters are there in *Super Smash Bros. Melee*?
- What is the boat called in *The Legend of Zelda: The Wind Waker*?
- How many different Kongs can you play as in *Donkey Kong 64*?
- How many days do you have to repair Olimar's ship in *Pikmin*?
- Who is the Puzzle Master in *Pokémon Puzzle League*?
- Who is the final boss in *Wario Land 3*?
- What was the name of Luigi's ghost busting device in *Luigi's Mansion*?
- What year was *Duck Hunt* first released?
- In the original *Castlevania* game, what is the name of the hero?
- In *Killer Instinct*, the character Cinder was mostly made of which element?
- Who is the final boss in *Donkey Kong Country*?

HANGMAN

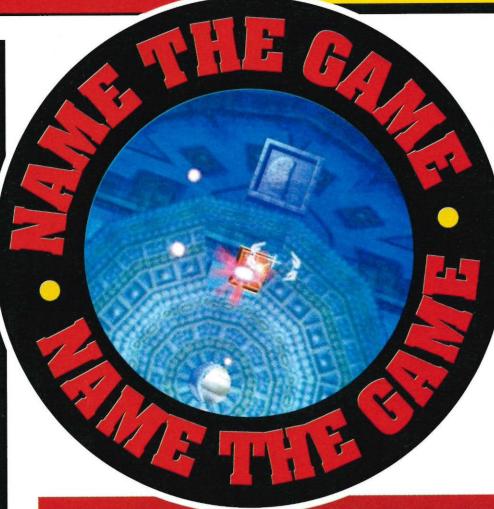
Can you fill in the gaps to work out the names of these games?

1	—N— / —NG
2	J— / —R— / G—
3	U—
4	E— E— T / E—
5	K— / K— / K— N
6	A V— / A S
7	S— L / —L— / II
8	V— / —O—

Pikmin Puzzle

Don't ask how, but Olimar has lost his rocket parts in this word search!

N	N	A	I	O	B	W	S	M	U	M	S	B	D	Y	Y	K	T	R	Y
Z	L	J	Y	J	I	T	P	A	Y	M	C	K	F	G	L	E	P	A	B
N	N	I	S	L	G	V	A	S	I	J	G	R	K	T	J	R	T	E	E
N	K	U	Q	M	M	W	C	S	Q	U	V	L	A	M	P	E	X	G	K
X	S	V	M	G	B	S	E	A	C	A	D	N	U	C	Y	R	F	C	D
N	F	A	D	Z	S	U	F	G	A	S	N	I	S	U	I	Q	I	C	
R	G	B	G	N	N	D	L	E	P	Q	N	S	W	Y	F	U	P	T	N
X	E	P	U	I	J	H	O	M	C	O	S	H	P	T	A	A	S	A	I
E	T	B	H	R	T	J	A	A	I	D	I	U	O	A	C	E	R	M	H
L	F	N	R	U	W	A	T	C	S	M	V	Q	I	E	O	E	V	O	F
Z	P	A	A	O	F	S	R	H	S	V	P	Y	C	S	T	W	Z	T	L
C	N	G	S	H	S	E	T	I	L	L	E	T	A	S	D	R	A	U	G
U	F	H	A	T	F	B	C	N	U	E	T	U	A	T	L	W	P	A	L
B	D	Z	D	T	E	A	A	E	Y	S	Y	L	G	O	Q	I	E	C	U
S	O	G	M	E	L	R	S	K	H	G	B	P	Q	L	M	G	B	I	Q
B	T	G	S	R	Q	C	C	G	A	S	T	R	I	A	V	H	R	X	
S	H	S	A	L	E	Z	N	E	V	O	P	E	T	P	E	T	F	K	A
M	Q	D	S	T	W	M	L	O	S	C	H	M	S	Q	X	E	R	Y	O
U	A	M	A	I	N	E	N	G	I	N	S	P	I	N	U	U	E	Y	O
R	E	V	I	R	D	N	O	U	L	G	D	J	V	Y	G	V	J	W	J

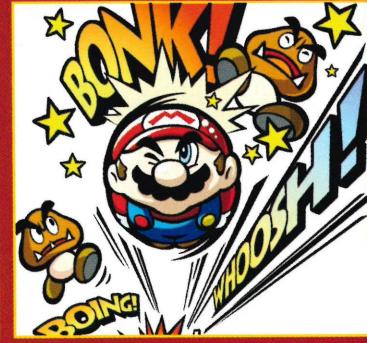
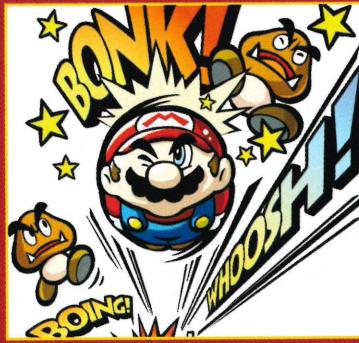


ODD-I OUT

Which one isn't a crazy dude from *Wario Ware: Mega Party Games Inc.*?

- Johnny
- Dribble
- Orbulon
- Dr. Crygor
- 9-Volt

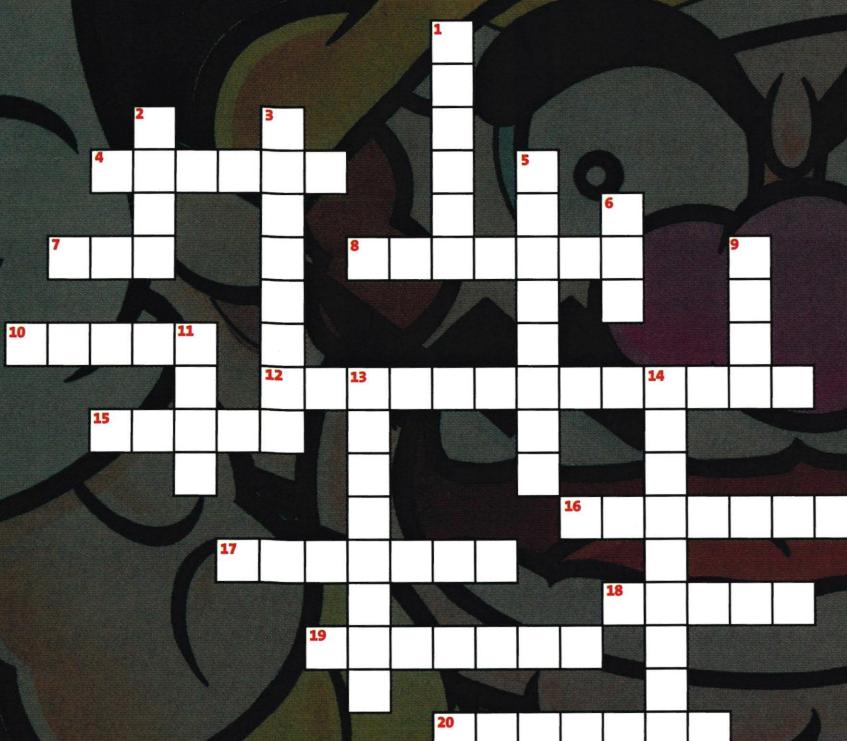
SPOT THE DIFFERENCE



Five differences to separate the mushroom kings from the classroom clowns. See if you can spot the lot. And yes, his 'tache is the same in both.

- | | | |
|-------------------|-------------------------------|------------------------------|
| » AUTOMATIC GEAR | » MAIN ENGINE MASSAGE MACHINE | » SECRET SAFE SHOCK ABSORBER |
| » GLUON DRIVE | » NOVA BLASTER | » SPACE FLOAT UV LAMP |
| » GUARD SATELLITE | » PILOT'S SEAT | » WHIMSICAL RADAR |
| » IONIUM JET | » SAGITARIUS | |
| » LIBRA | | |

It's only the... NINTENDO crossword!



ACROSS

4. Donkey Kong likes to beat these (6)
7. Popo and Nana love climbing this (3)
8. Who is the lord of ghosts in Mario's world? (4,3)
10. Dragon... what? Is one of the most popular series of games in Japan? (5)
12. Helps Link to smash up the place and rock out (7,6)
15. The lead character in the *Metroid* series (5)
16. What type of animal is Knuckles? (7)
17. A plant or a fish? (7)
18. His mate should really be called swallows, but what's the name of the cat in *Wario Ware?* (5)
19. He wants your money in *Animal Crossing* (3,4)
20. The star of the upcoming *Resident Evil* game shares this name with a family in *Neighbours* (7)

DOWN

1. Collect this before *Mr Driller* breathes his last (6)
2. Wario should really shout this before teeing off in *Mario Golf* (4)
3. The name of the bad guys in *Rayman 3* (8)
5. He's now called Eggman, but he was once known as Dr....? (8)
6. Marth was one *Fire Emblem* character in *Super Smash Bros. Melee*, but who was the other? (3)
9. The colour of Mario's dungarees (4)
11. In *Prince of Persia: The Sands of Time*, what could you rewind? (4)
13. The name of the cool little Japanese models that we all want sooo bad (8)
14. Super fast *Viewtiful Joe* travels at...? (4,5)

??? KNOW THE SCORE ???

Which GBA game scored the highest? Match it to its score!



A: 95% B: 93% C: 91% D: 90%



>>>

HOW WELL DID YOU DO LAST TIME?

<<<

NINTENDO KNOW IT ALL

1. Eight
2. Groudon
3. Tanooki Suit
4. Mario Tennis (N64)
5. Gary
6. Wario's Woods
7. Phazon
8. Virtual Boy
9. Eight
10. Blue
11. Beat the Train level on 00 Agent in less than 5'25"
12. 70
13. Koopa The Quick
14. Coffee
15. Louie

HANGMAN

1. Mario's Picross
2. Wave Race 64
3. Pokémon Snap
4. Luigi's Mansion
5. Metroid Prime
6. Banjo-Kazooie
7. Kid Icarus
8. Timesplitters 2

NAME THE GAME

1. Conker's Bad Fur Day
2. F-Zero GX

KNOW THE SCORE

1. Disney's Party 24%
2. Hugo Borkazzo! 14%
3. Jimmy Neutron: Jet Fusion 37%
4. Batman: Rise of Sin Tzy 36%

ODD-1-OUT

Super Mario Land 2



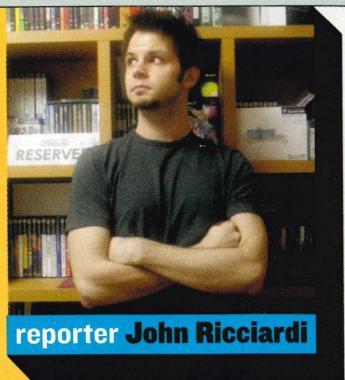
WORDSEARCH CORRECTION

The clue should have read 'Pirhana Plant' and not 'Plant Pirahna Readers who require a further apology, please pretend we gave one.'



>>> REMEMBER... ALL THE ANSWERS NEXT MONTH!

セガ in Japan



reporter John Ricciardi

● More Wario madness! ● More Famicom Mini! ● More amazing pads!

Shake, rattle & roll: WarioWare returns!

Nintendo resurrect the tilt sensor for Wario's second party bonanza.

■ Nintendo dropped a surprise bombshell at its recent retailer conference in Tokyo with the announcement of a GBA sequel to the enormously popular *Made in Wario* (*WarioWare Inc.*), titled *Mawaru Made in Wario*. "Mawaru" means "to turn" or "to revolve" in Japanese, which is apparently exactly what you'll be doing, since *MMiW* utilises a special motion-sensitive cartridge that can recognise when you spin, shake and tilt the GBA during play. It's a bit like the ancient *Kirby's Tilt 'n' Tumble* if you're old/cool/sad [delete as applicable] enough to remember.

Nintendo has promised over 200 new mini-games, none of which will use the D-pad. It's all about shaking, spinning and (probably) looking like a fool. We wouldn't have it any other way!



Translation: Play with the cat!



Translation: Avoid obstacles!



Translation: Shave the beard!

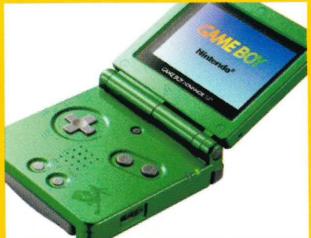
FAMICOM MINI DISK SYSTEM

■ As expected, Nintendo is offering yet another Famicom Mini Collection Box in Japan. This time it's for all those who purchase the entire set of ten Famicom Mini Disk System Selection games before October 31st. Also, more Mini games may follow if demand remains high. The drama!



RAYQUAZA SP

■ To celebrate the release of *Pokémon Emerald*, there's a special Rayquaza Edition emerald-green GBA SP, adorned with images of the legendary Pokémons. It costs the same as any other SP, but can only be purchased at the *Pokémon Center* website or at *Pokémon Center* stores in Japan.



Akihabara Watch

■ We went out this month in search of giant Mario balls to mark the release of *Super Mario Ball* in Japan (no, not that kind of balls you perv), but all we managed to find was a giant robot in a maid's outfit.

Well, that's what it looked like to us, until we learned that this was, in fact, one of the main characters in *Full Metal Alchemist*, an up-and-coming animé series co-produced by Square Enix.

Bandai just put out an *Alchemist* game for GBA in Japan, but it's highly unlikely we'll ever see it on these shores.



▲ Ever seen something this cool in a UK shop?



◀ "Where can I get some oil and a maid's outfit? No, don't ask me why."



▲ Mmm... maybe Japan can keep this one...

THE AD GALLERY

■ All the latest Japanese ads in a new regular feature that we've put in because, basically, it looks cool. Notice how they compare with boring UK ads.



Luigi gets a new pad, too

■ As if last month's ultra-sexy *Super Mario* pad wasn't enough, Nintendo has come back with yet another limited-edition, two-tone controller, this one based on the 'other' brother, Luigi. Of course, it's only available through Club Nintendo in Japan, which means you've got more chance of getting a date with Britney Spears than you do of getting your hands on one of these, but hey, you can always dream.



▲ Now taller, thinner brothers can feel special, too

SPREAD SOME TOFU LOVE

■ As *Resident Evil* fans know, Tofu is all the rage in Japan, which is why we were hardly surprised when we stumbled upon this new Gashapon series, the Tofu Oyako ("parent and child") Mascot set.

That's right folks, it's an entire series of toys based upon frowning little people made out of tofu – just in case you were starting to think Japan was normal. But they look wicked, right?



▲ You'd be frowning too if you had a square head

JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	<i>Paper Mario: The Thousand-Year Door</i>	(Nintendo, GC)
2	<i>Final Fantasy I & II: Dawn of Souls</i>	(Square Enix, GBA)
3	<i>Naruto RPG: Uketusugareshi Hi no Ishi</i>	(Tomy, GBA)
4	<i>Boktai 2: Solar Boy Django</i>	(Konami, GBA)
5	<i>Powerful Pro-kun Pocket 1 & 2</i>	(Konami, GBA)
6	<i>Full Metal Alchemist: Sonata of Memories</i>	(Bandai, GBA)
7	<i>Densetsu no Stafii III</i>	(Nintendo, GBA)
8	<i>Dragon Ball Z: The Legacy of Goku II</i>	(Banpresto, GBA)
9	<i>Pokémon FireRed & LeafGreen</i>	(Nintendo, GBA)
10	<i>Korokke! 4: Banku no Mori no Mamorigami</i>	(Bandai, GBA)

Source: *Nintendo Dream* week ending August 8th

TWO-HIT WONDER!



Final Fantasy I & II

PLAYED!



Two of the greatest 8-bit RPGs are reborn! *Final Fantasy I* in its new Game Boy Advance guise looks as glossy as the best Super NES games — but not only that, it's improved with brand-new features. And the sequel to Square's original RPG, *Final Fantasy II*, is now polished so much it shines. And yes, it too boasts new sights.

The great thing about *Final Fantasy I* is its instant appeal. Turn on, press start, and you're in. No lengthy cut-scenes. Just a wild, twisting, epic adventure in which your team of four explorers soon become entangled in the most challenging of battles and quests. At the start of the game four crystals are displayed. The aim of the adventure is simply to retrieve them. However, in between no crystals and the collection of all four, stand dozens of bosses and dungeons, and monsters, hundreds of battles, and all sorts of side-quests. Perfect, then, for playing on a flight to Australia.

Final Fantasy II is almost as in your face as its brash predecessor, but for a slightly more plot-rich coating. But still, there's so much action in here that you could almost be playing *Zelda* rather than *Final Fantasy*! Right from the off, the game's



cast of three playable characters find themselves in turbulent times: there's a revolution happening. The first battle is played out before the game proper even commences — and it's impossible to win. Next thing, revived by a friendly healer, the team is dispatched to fight against the dark forces which are into taking over the whole world. Scary stuff. And the pace never lets up: from castle to village to town, and through scenic countryside, battles and enemies are encountered as regularly as scraps in *Street Fighter*!

In both games, a world map is where you'll do most of your exploration. When you find a town/castle/cave/whatever, the world map disappears and the games take on a more familiar look. We really love the towns in these worlds. In them, you'll find inns where the teams can rest and replenish their energies, as well as weapon and magic shops where arms and potions are sold. Towns are full of interesting characters to talk to and it's important to make the most of any trips into civilisation, because back out in the wild there's many a battle to face.

As a fun history lesson, *Final Fantasy I & II* take us on a virtual tour of all the established RPG standards: Magic Points, Health Points, level-ups, character

classes, weapon equip options... they're all here. Old games they may be, but Square was well ahead of the competition!

Thankfully, though, these aren't simple remakes — there are new bits aplenty. In *FF I* there's an original never-before-played dungeon which will delight fans of the series. There are also new items and characters scattered throughout the game, so, even if you've played the game before, it's well worth experiencing all over again. The sequel is enlarged as well, with a whole new chapter to work through. And there's more!

Taking its cue from *Pokémon*, *FF I & II* includes an option called Monster Collection which displays all the creatures you meet in both adventures. It's like a freaky *Final Fantasy* zoo, which is a pretty cool concept really. Plus, it puts a neat, if basic, kind of collecting gameplay alongside the traditional modes of adventuring and battling.

The other major addition, present in both games, is the option of saving your game pretty much anywhere. Some may be unhappy about this (it's certainly a break from the system of the original games), but not us — this is a masterstroke of design because, remember, this is *Final Fantasy* on a portable console. In other games, batteries

that die before save points can be infuriating! So thanks, Square, we'll gladly save when we like.

One of our favourite aspects of the *Final Fantasy* games is their music. All those memorable tunes have worked their way into our minds like earwigs, relentlessly banging our eardrums! And the beat goes on. Here, the original twinkly samples have been dropped and both games' soundtracks have been re-recorded. The result is wonderfully rich sound. Now the tunes aren't just memorable — they're luscious and atmospheric!

Visually, *FF I & II* blows us away. While the first game's

huge palette is stunning; the sequel is even more impressive, especially when the viewpoint pans out and we suddenly get an eyeful of Mode 7-beating 3D goodness. Square couldn't have done any better without damaging the image of the originals. *FF I & II* are lovely to play and pretty to watch.

Two-for-one deals aren't always great value, but here, with *FF I & II* on a single cartridge, you've got a steal. The games which started Japan's obsession with role-playing titles are back, and the Square-Nintendo reunion celebrations should certainly continue!





Legend of Stafi III



It feels like we've waited an eternity for this. Finally, a game that lets you live out the exciting existence of a starfish. We dared not play the previous two *Legends*. What if they didn't let you swim around in the water with total freedom? What if you couldn't spin around? No, we'd wait for the third instalment, by which time the starfish simulation would be mastered.

Were we disappointed? No way. The life of a starfish is every bit as boring as we'd imagined. We know we don't want to be starfish now. Case closed.

NOM loves platform games and generally approves of Japanese gaming excess. The more mental the better for us. The star of this game is a starfish. His friends include a moody clam and various troubled sea creatures need his help. A shellfish lost his shell? No problem. Stafi can find that. But then he can't very well miss it in stages that reach new levels of linearity and easiness.

It's only a slight step up in the difficulty stakes than a game whose title screen says "press start to automatically complete game". It doesn't even play that well, with some clumsy starfish handling. It looks okay, but the sound effects would embarrass a NES wrapped in a carrier bag.

After suffering two whole worlds of this sub-aquatic tedium, we were planning to buy in some real live starfish and use them as ninja stars. Then *Legend of Stafi III* gave up its treasure: a whole series of levels styled after *Wario Land 4* on GBA. It didn't exactly make our day, but at least it saved a few innocent starfish lives.

This game is for Japan only – don't make the mistake of mourning that fact. Sometimes the deprivation is for our own good.





Jikkyou Pawafuru Puroyakyu 11

 "STERRIKE-O". Play for ten minutes and you'll learn that word enough times you cry. And it's YOU that'll cry, not the computer.

This is solid as a rock. It looks like a kid's game which might fool you into thinking that it'll have simple gameplay, but it'll only take one innings for you to realise that's not the case. Your little baseball dude stands and waits for the ball. There's a targeting cursor that you move around with the analogue stick. It's really sensitive. The ball is pitched and a little dot showing

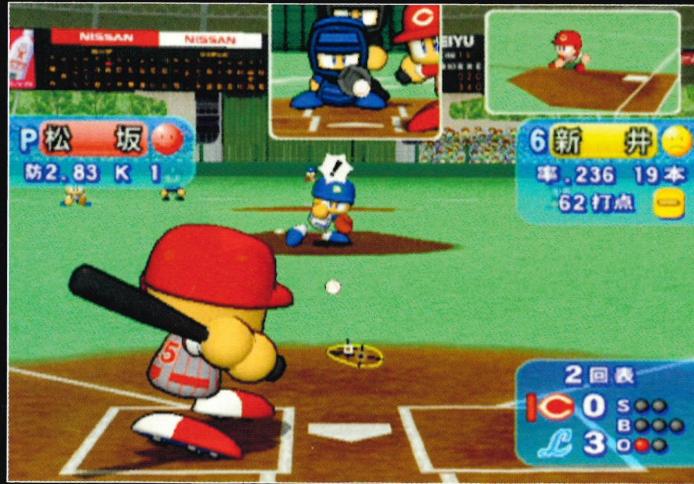
where you need to swing appears. Then it disappears and you're out. STERRIKE-O! WHAT? Then you're pitching. You hope to do the same, but instead the computer smashes the ball and puts your pitcher into a demoralised state of paralysis. He's dazed and his pitching gets slow. Great.

This is one game that takes practice. It'll seem impossible to begin with, like the first time you play an Expert floor in *Super Monkey Ball*, but a little persistence will get you the twitch skills you need to be smacking balls all over the field.

It's best in multiplayer, even when you're

both crap. Then you can laugh at each other as you both swing and miss like you're blind and gloat when you eventually hit it like you've just scored a goal. Then get caught out.

There's no gimmicky gameplay, or crappy pitching that makes the ball twirl like an out of control UFO – it's hardcore baseball with funny characters. Just the way we like it. You can edit them, too, and their kits, but we couldn't be bothered because the Japanese text gives us all headaches. We're getting the hang of batting now, though. STERRIKE-O! Oh, maybe not.



The Aliens have landed

In a world of multi-million pound game deals, there's always room for the small guys to tear up the rulebook. Now meet those guys – the team behind *Alien Hominid*, the hand-drawn, gun-toting, cartoon-mayhem blast-'em-up starring yellow dudes. And no, there are no Simpsons in sight...



Interview by Frank Cifaldi



Nobody plays 2D games anymore. 2D is dead. Polygon games have so much more character, don't you think? Well no, actually. Neither do we. And thankfully, neither does US game developer, The Behemoth. Its debut game, *Alien Hominid*, is just about to come out in America and it's causing a massive buzz. It's an all-action, ultra-stylish reminder of what video games are supposed to be about. And it's even more impressive when you consider the game's humble internet beginnings. Feel the Alien love...

Nintendo Official Magazine: Briefly explain *Alien Hominid* for our readers.

Dan Paladin: *Alien Hominid* is a fast-paced, evolutionary side-scroller for consoles. The Alien is capable of more than your expected amount when it comes to ways of dispatching enemies. You've crash-landed in front of the FBI headquarters and they have taken your ship! At any time a second player can jump in and there are loads of power-ups.

Tom Fulp: And tons of explosions!

DP: (laughs) Yes, lots of visual chaos...

TF: Buildings collapse, cars explode and skulls are digested.

NOM: Yes, I was just about to say, the explosions are very impressive.

TF: Dan re-did the explosions, like, six times until they were the best we've ever seen in any game.

NOM: *Alien Hominid* started life as a Flash demo on Tom's site, newgrounds.com. Tell us a bit about that.

TF: Dan and I made the original version in Flash. We call it 'the prototype'. The console version is a whole new ball game, though. It's on a much grander scale!

DP: The prototype is nowhere near as cool as the console version. But it's cool on its own.

John Baez: I'd better explain how we got started. I was working for a console developer in San Diego. I'd been there a few years, after a stint at other game houses. When Presto Studios closed down in the summer of 2002, our company hired a bunch of artists...

TF: ...and then a giant bomb dropped and radiation seeped through John's veins!

John Baez: Yeah, the bomb was an email from a friend who sent me a link to the original prototype of *Alien Hominid*. So I played the game... and played the game... and played the game...

NOM: And died a lot, we're sure. That demo was hard.

JB: Oh, I died tons. It didn't matter. What caught my eye was the simplicity and addictiveness of the game, and the art style. I'd never played a game where someone's art style was so easy to see.

Most games are homogeneous blobs of non-art. So I played this funny little game over and over and over – at work, of course – and one day some guy popped his head into my office, and said he made the game.

NOM: That would be Dan?

JB: That's right. So we started going to lunch, and talking about it. I felt the game had the genetic material to be great on a console. So when our boss decided to reduce staff at our company, I bailed and began to start up The Behemoth. I had to convince Dan and Tom we could do it. Sometimes the stars line up and it is easy for everyone to see the path into the future.

TF: It sounded like a crazy idea at the time, and we didn't even know the half of what we were in for.

JB: That's for sure. Luckily Dan and I, and a bunch of our programmers had shipped console titles before.

NOM: It's not exactly an everyday thing for a Flash game to be remade for a major console.

DP: We like to break conventions.

JB: Yeah, that's one of the misconceptions about the game. It ain't Flash no more. Flash doesn't run on the consoles.

NOM: For one thing, the power of GameCube allows for approximately 500 times the explosions of Flash.

JB: Exactly.

TF: Basically, we tried to get as close to 500 times as possible.

JB: And from the programming side, being on the consoles has let us run wild with the graphics and music. The freedom was good.

NOM: Why are you going for a retro feel?

DP: 2D has to do with us being fans of retro, but more importantly it's more so we don't lose the kinetic or raw energy of anything. The alien just doesn't feel the same in 3D. Also, with the prototype being so well received, it was obvious we didn't need to fix something that wasn't broken. I feel like 3D is right for things and 2D is right for things. *Alien Hominid*'s world in this case is something I prefer to present in 2D. We experimented with a 3D look at the beginning of the project and found it to not really do the trick for us.

NOM: You must love the *Metal Slug* games.

TF: One of the most recent inspirations is of course *Metal Slug*, although it goes back much further than that. The original inspiration that comes to mind is *Contra*, but the REAL inspiration for me personally is *Gunstar Heroes* and all of the games by Treasure. They bring a real craft to everything they do, and you can tell they put care into their work.

NOM: So the basic premise is that this alien has been shot down and his mission is to get his ship back by blowing everything up?

DP: Blowing up anything in the way of his ship, yes. Or bulldozing, or vapourising...

JB: Blowing things up is fun. Always will be.

NOM: Tell us about the enemies.

TF: The alien travels the globe and is introduced to many cultures, which he consumes. There are many human opponents as well as their mechanical marvels.

JB: But it only consumes the bad guys.

DP: There are tons of crazy mini-bosses, big bosses, foot soldiers and other things to battle. They all have their own personalities and plans of attack.

JB: You'll die a lot, and love it.

TF: Some of the bosses are so big, we need to zoom the screen out to show all of them! The bosses are some of the coolest robotic monsters to ever grace a TV screen.

NOM: Alien Hominid supports two-player, co-op, right?

JB: No arcade shooter would be good without co-op mode. And it's jump-in-anytime mode!

NOM: Will there be much in the way of cut-scenes, or have you decided to ditch that and just let us kill things?

DP: There are cut-scenes that help the story along and there is definitely a story with different parts to it. But you may skip the cut-scenes if you wish.

NOM: Is there any dialogue in the game?

JB: Nope. We are culturally mutual. We try to do a lot of stuff from the real perspective of the alien.

TF: We're also gender neutral.

NOM: We weren't planning to ask about his penis. That's a private matter.

TF: OK, that's good.

NOM: So the alien has no voice, no gender, and no name.

DP: No, the alien has a voice, but you only hear grunts and such.

TF: It's a neutral voice!

NOM: And things explode?

DP: Yeah, big-time.

NOM: Excellent.

TF: Things also burn, often!

NOM: Tell us a bit about the alien's attacks.

We love the cartoon gore.

TF: The alien can dig into the ground to avoid attack, only to turn the tables and pull his attackers underground to their doom!

JB: The attacks are a great example of how the game ripened over its development. They started out simple – direct from the prototype – but have become varied and rich, and visually cool.

DP: You can still jump on people's heads, like in the prototype, but we give the alien even more options than just biting skulls clean off. You can now flip them into your hands and throw them at stuff. The people, that is, not the skulls.

TF: The alien can also plough through enemies via the car. You can get especially creative when you're actually in his spaceship, dropping enemies to their doom via a tractor beam.

DP: Rolling is a nice new touch – you can roll directly under a bullet fired at you.

TF: And you can roll in close for the kill with your trusty knife! The alien can slice an enemy clean in half!

DP: You can also hold down your fire button for a huge charge-up shot.

TF: HUGE. It sends smoke, fire and body particles everywhere!

DP: Pow!

TF: I like to ride an enemy so he's shot by the bullets of his allies.

NOM: Is there a lot of interaction with the environment, other than destroying stuff?

TF: You can enter and control vehicles, dig into the ground and scare away birds, for one thing. You can also blow up a lot of that stuff.

NOM: Even the birds?

TF: Not the good birds.

DP: Bad birds get what they deserve though.

NOM: Are these birds working for the FBI?

DP: I don't want to spoil where the birds come from. The bad ones, anyway.

NOM: Fair enough. Tell us about the vehicles. I understand they come in both single- and dual-occupant varieties?

DP: Yeah, they do and your passenger friend can fire out the back while you're firing out the front! There are many different kinds of vehicles to use.

JB: You can also stand on the roof of the car while your friend drives.

DP: Or just leave him behind and listen to him whine about it!

NOM: What are the differences between player one and player two's aliens?

TF: Their HATS.

JB: Well, you can set the difficulty of the game on a per controller basis, so two differently skilled players can both have fun.

TF: And can both select from a variety of wonderful HATS.

NOM: How many hats would you estimate will be in the final build of Alien Hominid?

TF: That's top secret information.

DP: Top secret.

TF: The FBI guards it closely.

DP: You can unlock hats in many different ways though.

JB: Part of the reason it is top secret is there are many hats to unlock. They unlock when you do stuff correctly in the game.





'SOME BOSSSES ARE SO BIG WE HAD TO ZOOM OUT TO FIT THEM ALL IN'

NOM: So what is this PDA mini-game malarkey?

JB: Dude, that is the most fun you'll have in gaming this year.

TF: Okay, so the game's menu system is based on the alien's PDA. So we thought, 'What would the alien's PDA games be like?' Next thing ya know, we made the alien's PDA games! With up to four players simultaneous! It's a riot!

JB: He has a PDA because he travels a lot. Travelling a light year is still a year cramped in your spaceship with nothing to do.

DP: The alien has one of those new-model PDAs where you can make your own levels, too.

JB: It is very funny, especially with four players.

TF: It's like stepping into 2010.

NOM: Describe the PDA game itself for us.

JB: PDA is one-shot kill. You have no gun. No knife. Just you and your score against you and your buds.

DP: There are enemies in the PDA game that you must jump on the heads of, or dispose of differently to complete the level.

TF: And be careful where you push that boulder, because your friends might be running by underneath!

JB: Friendly fire is optional at any time, but you never get any weapons. Ever.

NOM: So, they're set up as single-screen puzzles then?

JB: Yeah, but more like action puzzles.

DP: They are more addictive than you could possibly imagine, especially when full-on multiplayer is in play.

NOM: We understand there are over 200 levels in the PDA game, plus the ability to make your own?

JB: Yeah, the level editor is a key part of the game. We wanted to share the joy of being a console game designer with everyone who buys *Alien Hominid*, so we're giving them the level editor we use.

DP: That's right, we used the same editor that players will be using!

TF: You can save the levels to memory card and trade them with friends!

JB: You can make your own challenge levels, take them to a friend's house, fire up the 'Cube and play 'til your fingers are blistered.

NOM: How long can we expect the main game to be?

JB: Tough question.

DP: Nobody will be unhappy.

TF: Longer than a traditional arcade shooter, that's for sure.

NOM: Tell us what you can about the unlockables.

DP: Every time you hear the foghorn you have unlocked something. It could be a hat, a mini-game, who knows?

TF: There are several unlockable mini-games in *Alien Hominid*! Some of them are really crazy. All of them are competitive.

JB: Actually, you avert World War III if you unlock a particular mini-game, so you can save humanity and stuff. It's kind of cool. So cool we had to make a fashionable T-shirt.

NOM: *Alien Hominid*'s being published by O3. Any chance the UK might see this game?

TF: I get daily emails from fans in Europe, asking when it will be out.

JB: We will be in Europe, no doubt. We have tons of fans in Europe especially on 'Cube. So we won't let them down.

NOM: We don't see very many 2D games these days. Do you feel some sort of responsibility or burden trying to bring it back into style?

TF: If *Alien Hominid* isn't a hit, it could discourage other developers from approaching the 2D genre. We're confident it'll be a hit, though! It is quite a responsibility!

DP: I'm definitely proud of helping bring back retro to the mix. I am also proud that our game is TRUE 2D, as it feels more like it's actually bringing back sidescrolling in its truest form.

NOM: We take it you'd like to see developers follow in your footsteps, then?

TF: I would love to see a revival of the 2D genre. Many of my best memories are of 2D games, and while I love 3D as well, they are different experiences. I love seeing really slick, hand animated 2D characters.

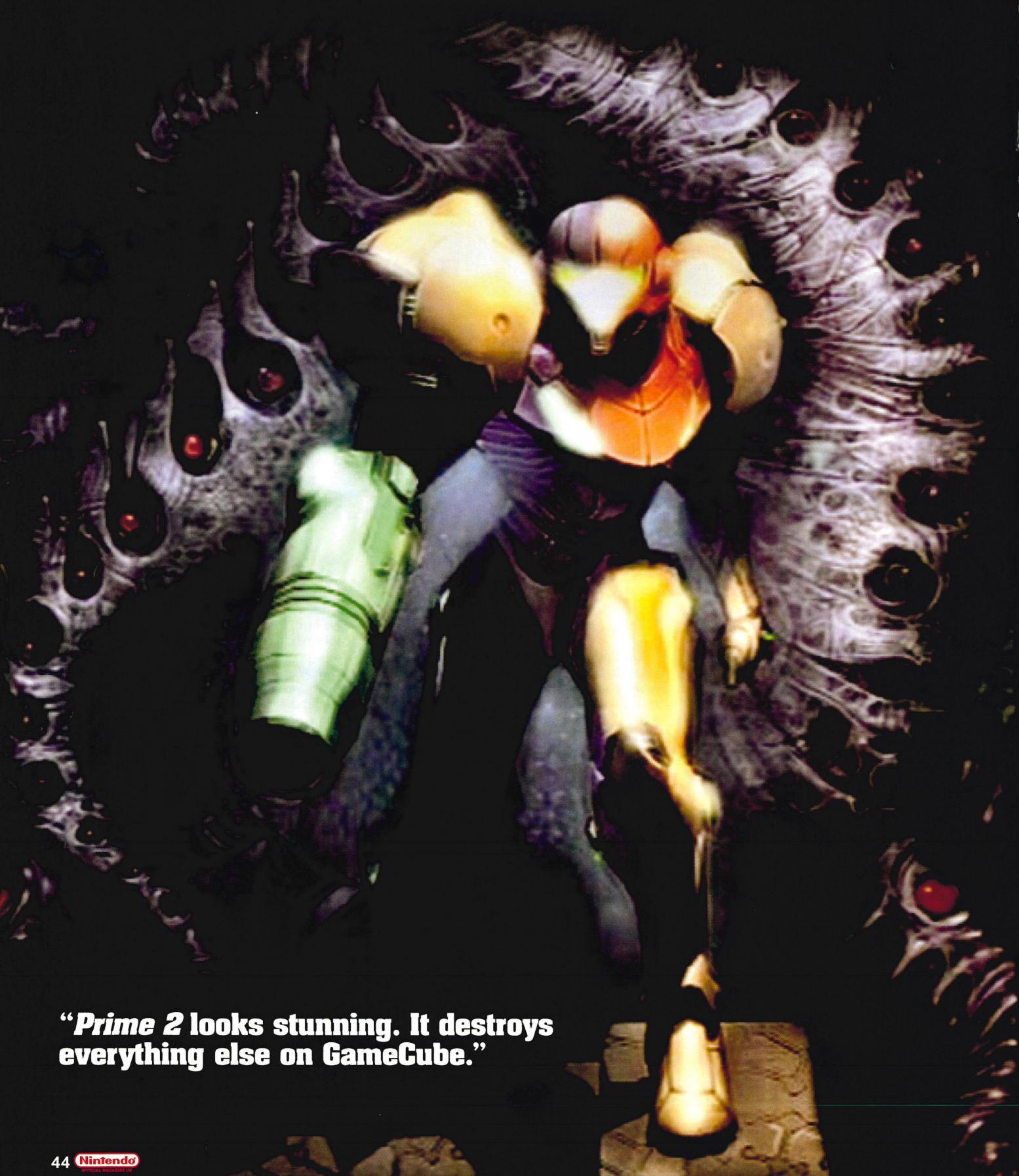


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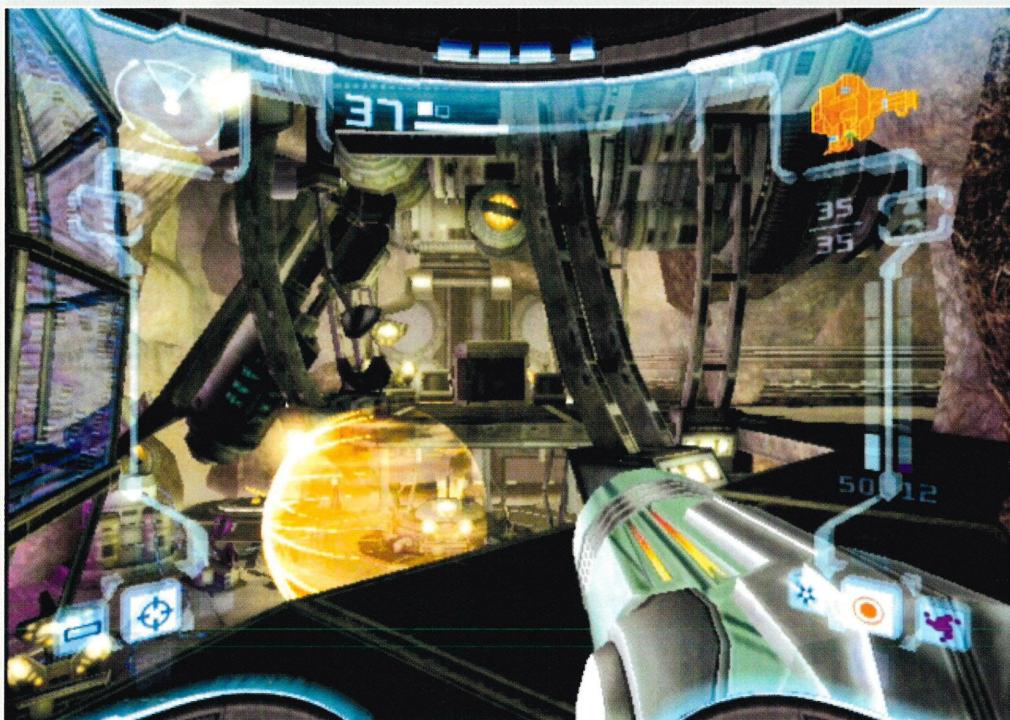


"Prime 2 looks stunning. It destroys everything else on GameCube."



Metroid Prime 2: Echoes

Space Pirates and Warrior Ing feel our wrath as we play the demo of the sequel you need to own.



Metroid Prime 2: Echoes is nearly here. If that doesn't fill you with excitement we'll get a Hammer Brother to come to your house and batter the microchips out of your GameCube. You only have to browse over these screens to know that Samus's next adventure is going to be utterly kick-ass. No, actually better than that – it's going to explode ass with supercharged plasma shots.

We've been playing the demo being given away in the US at the moment. Jealous? You should be, but we have to tell you about it. The game looks absolutely stunning. It destroys everything on GameCube in the realism stakes. We thought the visuals in Samus's GameCube debut couldn't get any better, but the sheer detail in *Echoes* is absolutely astonishing.

The environments are full of little touches that really bring the whole game to life. When Samus's ship lands on the dusty planet, a cloud of unsettled dirt is kicked up by the force from the ship's jets, with flames that look much better than in the original.

The underside of the ship is lit up by three glowing green lights that illuminate the gloomy surroundings as the ship swings around and finally comes to rest. »

» When Samus emerges from the top-hatch in her ship your jaw will drop. Her suit is amazing, with reflections and lighting shimmering from the shiny metallic surface and green luminous strips that make her look that little bit more futuristic and cool as hell. We gazed at it like it was Kelly Brook in a bikini, covered in baby oil.



It's almost a shame that this gorgeous suit will be out of view most of the time. Leaves and other vegetation, as well as pipes, intricate machinery and little futuristic, pulsating strips of light fill every room and every cavern with an astonishing amount of life. There are insects fluttering around in the atmosphere and cobwebs are everywhere.

It does look similar to the original, but you'd have to be stupid not to see the extra polish that Retro has lavished on this gorgeous game.

But Retro hasn't just spent the last couple of years improving graphics. Yes, Samus is controlled in exactly the same way, but don't let this fool you into thinking *Prime 2* is just a repeat of the first game with a few more gadgets. As we've detailed before, *Echoes*' plot places major emphasis on the parallel existence of the light and dark dimensions of the

Planet Aether. These opposing worlds form the basis for all of the new environmental puzzles in the game.

We've only scratched the surface of what *Echoes* has in store with the E3 and US-released demos that we've played, but it's enough to show that *Prime 2* will be anything but more of the same. So far we've only seen the Dark Beam's destructive abilities (when we blasted the life out of those Pirate Troopers), and we've used the Light Beam to activate some Light Crystals in the Dark World,

Ten minutes of glory

NOM takes you through the short demo step-by-step.

Those lucky Americans are getting an awe-inspiring *Metroid Prime 2: Echoes* demo free with the Player's Choice *Metroid Prime*. How cool is that? It only lasts about ten minutes, but we're not complaining and

we're sure that US gamers aren't either. Here's a walkthrough of everything that happens, not just because you WANT to know, but because you NEED to know...



1 □ Samus crash-lands and the game kicks off in a room with weird structures that the Scan Visor says are broken. Large alien webbing blocks an opening. We shot it.



2 □ One corridor later, we came to a huge lift. At the bottom we met some little nasties that burst out of the sand. A quick scan told us they're called Splinters. Okay. NOW DIE!



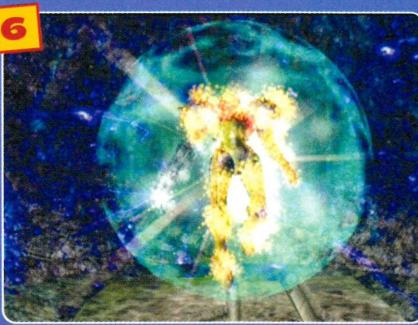
3 □ In the next area, Pirate Troopers arrive on a hovercraft and start blasting. Samus' arch enemies must be after Phazon on Aether. Eat charged Dark Beam shots in the face!



4 □ We thought that's all they had. We were wrong. They had giant laser-spewing turrets. But a few strafing moves and some missiles saw them off pretty fast. Next!



5 □ We rolled into another room and killed more Pirates. Dark Samus bursts in and our pants fill. Then she hovers away and a gate blocks our path. Why isn't she attacking?



6 □ Next we activated a switch that turned on a Dark World portal. We leapt in, triggering a cool cut-scene of Samus morphing into the parallel dimension.



7 □ The Dark World. There are eerie black blobs floating around. Ignoring them, we activated safe zones and darted through the poison to a door on the other side.



8 □ More webbing with a twitching red eye in the middle. It doesn't attack. It just stares. The Power Beam does nothing, so we whipped out the Light Beam. It soon shifted.



9 □ The black blobs morph into dirty Warrior Ing. They shoot lasers and spear you with sharp arms, but they don't like eating Light Beam. A Light portal appears. End of demo.

The making of a star

A lot more complicated than *Star Wars*.

Metroid Prime 2 may be the latest *Metroid* game, but in terms of chronological order, it's actually set BEFORE *Metroid II*, the Game Boy game released in 1992. The correct order is all jumbled up so included on the demo disc is a handy Chronicle of *Metroid*. It shows a picture of the original box for every *Metroid* game, as well as in-game footage and a plot summary. Sweet.



Proof that *Prime 2* is slap-bang in the MIDDLE of the saga. If it ever comes up on Millionaire you owe us big



Stop reading now! You'll just spoil the surprise when they re-release it on Nintendo QS in 2012

but we know that both weapons play a much bigger part in the puzzle solving. We know that the Light Beam can be used to grow giant organic structures that we're guessing Samus will be able to use as a platform. And the Dark Beam can counter the Light Beam's effect and shrivel the structure. We shot a few plants with the Light Beam.

Nothing happened. We felt stupid. Still, we had to try.

In motion, the Dark Beam shoots what looks like a black, gloopy fluid that travels slowly through the air and sticks to its victim. If there's enough the enemy will be frozen and unable to avoid the next fatal shot. A charged shot of this nasty stuff takes out a Pirate Trooper (who

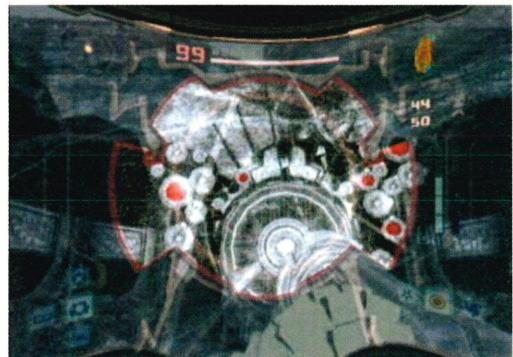
are quite tough) in ONE shot. The Light Beam is equally as powerful. Its standard shot is a direct laser that strikes hard and fast. But charged up it shoots a shotgun-style burst of white bullets that do major damage to whatever they hit.

If you could just sprint about capping the ass out of everything with these two

powerful guns you'd be untouchable. This is why both are limited by the need for ammunition. In the demo you start off with 50 shots for each, but it makes sense to use the standard (unlimited) Power Beam to deal with most minor enemies and obstacles. This saves Light and Dark Beam supplies for puzzle solving and tougher foes like Warrior Ing and Dark Samus.

The demo is only a short one and although it's great to see how Samus's adventure kicks off, it has just left us thirsty for more. The trailers also included on the disc show off the awesome Screw Attack and Samus's ability to wall-jump.

The third-person view of these manoeuvres is too cool. Then there's the Echoes Visor that allows Samus to see sound and shoot a number of missiles at multiple locked-on targets. We can't wait to get our paws on the full game. C'mon Nintendo – GIVE US IT! **Mike Jackson**



The Echoes Visor: looks rubbish in soundless mags



Smash, smash, kill, kill, kill



These pink posing pouches are standard issue for Ing Warriors. Samus must collect 50

ESSENTIALS

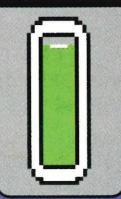
DEVELOPER: RETRO STUDIOS

FAMOUS FOR:

Wisely canning *Raven Blade* to make *Metroid Prime*, which is only one of the best games on the GameCube, by the way.



PHIAL OF COMPLETION



MULTIPLAYER: 1-4

PUBLISHER: NINTENDO

RELEASE: NOVEMBER 26TH

REVIEW: NOM #147

PREDICTED SCORE

If the Light/Dark puzzles fulfil their promise there's no need for guess work – this'll be every bit as good as the original, if not better.

90%
PLUS



Tales of Symphonia

Do you crave a Nintendo RPG without Pikachu? Then check out *ToS* – it could be a critical hit.

→ There are some of you out there who have been patiently twiddling your thumbs and waiting for an excellent RPG to hit your GameCube. *Crystal Chronicles* may have caused you to raise an eyebrow in slight excitement, but ultimately it didn't feel like a proper RPG. Others will scream about *Skies of Arcadia Legends*, but that was a pretty limited

release and not many of you got to play it. So, you kept on dreaming about levelling up mages and warriors waiting for something great to come along... and now there could finally be some light at the end of the tunnel.

Tales of Symphonia is an RPG in every sense of the phrase. Developer Namco has a long heritage of making RPGs, which includes the

upcoming *Baten Kaitos*, and other games in the *Tales* series. Although games like *Tales of Phantasia* and *Tales of Eternia* were popular in Japan, they never really made the move to Western shores. They have remained the stuff of role-playing legend, known only to hardcore importers, until now.

Tales of Symphonia could be the game to break the mould. It features a child-like lead character who is given the unenviable task of travelling dangerous lands to try and save the world, a plethora of vicious monsters each more nasty than the last and a group of spiky haired, big-eyed



characters who join you along the way. Gameplay like this will either leave you completely cold or you'll be salivating all over your +2 leather armour.

The game is set in the land of Sylvarant, a world that has problems with mana depletion, not to be confused with man depletion, which would turn the women of Sylvarant into lady lovers. It's also suffering from the maniacal deeds of the Desians, a group of evil half elves who enslave humans and generally cause trouble. Basically, it's not looking good for Sylvarant. This is where you step in, playing as the heroic Lloyd, who has a passion for



□ They're not scary! Stop running!



□ Navi and pals randomly invade



□ Look on the bright side, boss, if this was *Harvest Moon* you'd be looking at pretty much the ENTIRE GAME... *



□ Originally the move Eruption was to be called Red Burny Flame Thing

dressing in bright red, was brought up by a dwarf and wields two razor-sharp blades – just like Mike J. He vows vengeance against the Desians after he discovers they killed his mum and torched his village. The only way to put an end to the tyrannical Desians is to help Lloyd's pal Collette become an angel and

regenerate Sylvant's mana supply. It's the kind of plot the script writers on *EastEnders* can only dream of.

In typical RPG style, the way to regenerate the land is to travel to various temples and unlock seals. Along the way you visit various locations, from lush cities to small port towns. You also take part in a number



□ When Lloyd's missus blew him out people blamed the red boots

of mini-games, some of which can be simple "fetch me a potion" tasks to memory games with a guy in a pink cat suit! As you go along, more mysteries and sub-plots unfold and although we've only ventured about 10 hours in, we reckon there's a nasty stab in the back in store for Lloyd and pals.

It feels like *Tales* is going to be absolutely massive, for a start it comes on two discs and that's always a sure sign that you're about to forget what the sun looks like and lose a substantial amount of sleep over a video game. Namco reckons it'll take you over 80 hours to complete the entire game, so we've just barely scratched the surface.



□ ... and this is *Harvest Moon* 2



□ Respect me! Respect meeeel!

Right from the start though we were impressed by the curious art style of *Tales*. If you like Manga-type films then the cel-shaded graphics are highly likely to appeal to you. It's like you are playing as a character in a Japanese animé film. Lloyd and co. look the business and the animations are extremely detailed. As they're scrapping giant killer turtles or ghostly skeletons armed to the teeth, their capes flap in the wind, they react to getting slashed with swords and look particularly menacing as they charge at the enemy.

The locations are also pretty detailed and range from desert towns with market traders and sandy coloured buildings to moody dungeons with



□ All Lloyd's proper clothes burned when the hair spray can exploded

crumbling walls and flaming floors. They aren't cel shaded, but still provide a decent backdrop to your larger than life characters.

The only letdown is the over world, which you must travel across to get from location to location. It's extremely bland and can often be hard to see where exactly you should be going. It can also take a long time to get from place to place, but luckily later on you do get

some sort of vehicle to whizz around on. We're not sure what it is yet, but we can only hope it's some sort of fantasy based Robin Reliant. But until then the best you can hope for is riding around on your long-eared dog. It's a bit of a shame that, so far, the over world, where you spend quite a lot of time, looks a bit crap, unlike the towns or battles.

Ah yes, the battles... normally RPGs suffer from



□ "Magitechnology?!" Don't you mean "Technomagiology?"



□ Read between the lines, Lloyd: "go put some men's clothes on"



□ Country folk are easily pleased. Look! "Hills and sky, too... ya eejit!"



□ Lloyd was more concerned with his stubby little hilt



□ Slaves drag huge Cola Cubes to an evil (sweet-toothed) god

stagnant fight systems where you select your move and then wait while your character hacks away at some dude or casts a spell – it's not exactly interactive. But in *Tales* all the fights are in real time, it's up to you to dodge death blows or block flying fists. It's *Mario & Luigi* gone mad!

You can run about the battle arenas choosing which enemy to attack, while your buddies take on the other bad

guys and also heal you if you are running into a spot of bother. From what we've seen the battles can sometimes be a bit too hectic, with up to eight characters on screen at once and everybody attempting to beat the crap out of each other. You're trying to slice and dice one killer ladybird, but then its mate gangs up on you and all your computer controlled buddies do is beat

Get ready to unleash the pain

Prepare to lay the smack down on those bad guys.

The real-time battle system is one of the standout features of *Tales* and it should have RPG nuts feeling weak at the knees. As you progress through the game you learn all manner of powerful attacks, like Demon Fang or Tiger Blade, which you can string together into ass kicking combos... wooho, yeah!

Each special move can be assigned to a particular button, so it's just a case of pressing A, V then B and those baddies will be weeping like a redneck who's just lost his favourite pig... wooho yeah! You can also use unison attacks in which all the characters unleash their most powerful attacks on a target.



□ Think quiff boy is no hero for laying the smack down on some ladybirds? Now notice one of them is eating his bird's face



□ Day one in vet school they teach you not to put out a burning dog with a sword. Use an axe – it's much funnier



□ Get ready to deal out The Beast! Other great attacks include The Man, The Daddy and The You Wish You'd Never Been Born

These skits are more like skat!

Who in the world thought this was a good idea?

During *Tales of Symphonia* the main characters will engage in "hilarious" conversations that are about as humourous as your drunken, foul-smelling uncle at a wedding reception.

This feature is meant to add more personality to the characters, so you can have a glimpse into their little lives and see how they cope against the challenges ahead of them.

Ultimately it's a bit rubbish. Every so often the icon will appear in the bottom left corner and that means "let the hilarity commence" ... luckily you can switch this feature off, thank God!



Those faces! So... funny! And what they're saying... hilarious!



Look they're talking! It's like being IN THE GAME with them!



Right it's getting boring now. Still at least you can ...



... oh no, the button's broken on this pad! Noooooo!

up the other guys while you get pummelled.

Luckily though help is at hand. Normally the other members of your team are AI, three mates can plug in a controller and join in the action. This makes battles a little less confusing because you can each decide which dude to take out and can shout to other players when you need healing or help. Whenever you need to select an item, the game pauses for a moment to avoid sub-menus getting in the way of the fast and furious battles. It's a pretty effective system, but can be a bit irritating for other players when the action has to stop for them because some loser is about to snuff it and needs to heal himself.

Another neat feature in *Tales* is that there are no random battles, unlike most



Give up on adventuring. Take a steady factory job

RPGs. Instead you see a monster walking about the landscape and can choose whether or not to engage. You've got to decide whether you want to be a man and fight it out, levelling up your characters, but risking getting your butt kicked. Or sneaking



"Mum! Just do what the soldiers say, will you?"

about like a wimp and saving your energy for the big bad bosses. Think *Pokémon*, but with more swords and spells, and less

stupid names.

From what we've seen of *Tales of Symphonia* so far, it looks like this could be the game to finally make the *Tales* series a household name in the UK. So lace up your battle boots, make sure you have enough healing potions and grab your long sword, because only YOU can save the world. Just make sure you don't wave your sword around in public because it could get you arrested. *Rob Burman*



Frightened, cowering villagers witness horrific scenes of brutality from the marauding soldiers. Still, nice weather for it, eh? Headers and volleys anyone?



ESSENTIALS

DEVELOPER: NAMCO

FAMOUS FOR:

From classics like *Pac-Man* to the upcoming RPG *Baten Kaitos*, which could even blow *Tales* out of the water.



MULTIPLAYER: UP TO FOUR

PUBLISHER: NAMCO

RELEASE: NOVEMBER 9TH

REVIEW: TBC

PREDICTED SCORE

This wants to be your favourite RPG sooooo bad, but we're gonna have to spend some more time with *Tales* to see if it's worth the wait.

70%
PLUS



The Legend of Zelda: Four Swords Adventures

No GBA? No pals? Don't kill yourself! It's not Game Over yet...

You want to play *Four Swords Adventures*. If you don't there must be something WRONG with you. That's the easy part. What's not so easy is figuring out how you're going to get three mates, all with GBAs round your house if no-one you know has one.

Or maybe you live in the middle of nowhere, out in the sticks of the British countryside where neighbours are a forgotten concept. How the hell can you enjoy *Four Swords Adventures* then?

You could move to a PROPER town or city, where PEOPLE actually live. More than five people, we mean. You could get some PROPER mates, with a good taste in games and thus, owners of the best handheld ever made. Or you could not worry about all that and just play it on your own – believe it or not it's still brilliant in one-player.

That's the big mistake many of you could make – write off *Four Swords* just because you don't have enough Link-loving mates to play with. The fact is, Nintendo has thought of that,

and each and every level has been adjusted (only slightly mind) to make it possible to complete with a single pad.

You don't even need to own a GBA. As we've showed you before, if you play with a GameCube pad, all of the action that would normally take place on the portable screen simply appears in a window on the TV. It works equally as well, too.

The GBA window never gets in the way of something you might need to view simultaneously on the TV because its position on the screen suits the situation.

The levels may change, but only to make things possible

with one pad, NOT one Link. Therefore you'll be taking control of all four on your own. Again this works incredibly well. At the touch of a button you can align the four Links in different formations – in straight lines, horizontally or vertically, and in box or diamond formations – which'll allow you to overcome any obstacle you come across.

Fighting multiple enemies on your own can actually be easier than with mates, especially if they're gaming fools. In the diamond formation, the four Links go back to back with their swords pointing outwards. And if you do Link's spin attack, instead of swinging individually

they'll all spin together in one super killer circle of ultimate destructive power. It's awesome.

When the need arises you can also control the Links individually, like when you want to place them on switches to hold open a door while the others pass through it. Thankfully, you're never forced to do this at a time when it'll really disadvantage you, like during the heat of a boss battle.

If you're a person who's quite content playing games in a room alone you'll have no trouble getting the enjoyment you expect from a *Zelda* game out of *Four Swords* in single-player. Your only real



□ The old man needs that Rupee for a new wig. Grab it quick



□ No GBA? This is what you get, right in the middle of the screen



□ One-player mode meant Mike HAD TO BE the Purple Link



□ Grab those Rupees like you need them for a brand-new kidney



□ The government says these Wind Waker effects are too cool for you



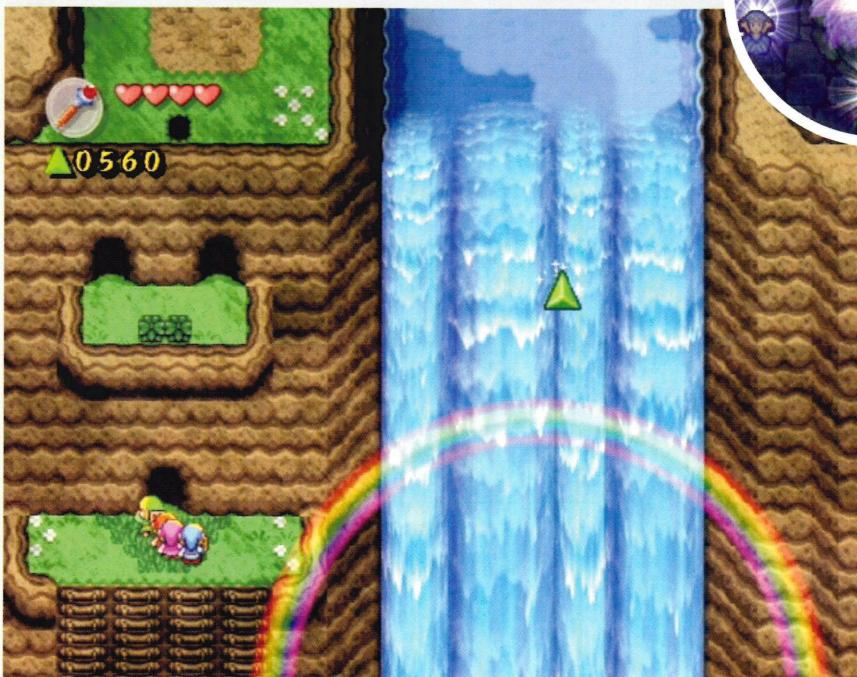
□ There it is again – the tell-tale sign of no GBA

disadvantage is that you'll be unable to carry more than one weapon at a time. In multiplayer, one person can carry the Bow, another the Bombs, another a Feather and so on, each stepping up to perform their duties when needed. In single-player, what one Link has, all of them have.

Most of the time, the levels are designed so that you'll encounter the weapons as and when you need them, but you'll occasionally have to backtrack



to retrieve a weapon that you thought you didn't need and had left behind. That can be tedious, but you'll deal with it because this is ZELDA. All your brain will care about is getting to the next level. **Mike Jackson**



□ Tell your mates they can run over that "rainbow bridge" then laugh in their stupid faces

ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:

You don't actually need to read this part, do you?



THE PHIAL OF COMPLETION

MULTIPLAYER: 1-4

PUBLISHER: NINTENDO

RELEASE: EARLY 2005

REVIEW: TBC

PREDICTED SCORE

With four GBAs plugged in this is awesome. If you haven't got the set up, don't worry, it's still awesome, with Zelda magic in every level.

90%
PLUS

Donkey Konga

Trust us, the rhythm really IS gonna get ya!

It's as simple as this... you NEED to be outrageously excited about this game. Just being a tad 'interested' isn't good enough and neither is 'mildly curious'. You should already be walking around the house tapping beats out on everything you pass. Doors, tables, televisions or the cat, nothing should be safe from your essential need to get funky.

Although *Konga* has been huge in Japan, with a sequel already available, we were never sure if the crazy Japanese songs would work over here. But those nice guys at Nintendo have specifically picked a cracking selection just for you. Well perhaps not JUST for you, but for

gamers in Europe anyway.

There are 25 tracks heading this way next month and we thought we'd whet your drumming appetites by giving you a taste of those we thought were best. For all you pop fans out there, the one that will get you jumping with joy is *Lady Marmalade*.

Christina Aguilera herself will probably be so excited that she'll be engaging in some fun rhythmic action as we speak.

For rockers there are two stand out tracks, *Don't Stop Me*

Now by Queen and *Richard III* by Supergrass. You're going to have to put your air guitar down for a while as you beat those drums.

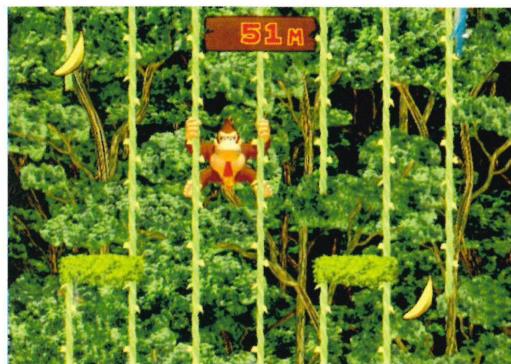
These two really stood out as Dan's favourites and he's already rushed out to buy a *Darkness* style wig.

There's a possibility that as you're beating those rhythms your mum or dad might come in with a curious look on their wizened faces. In which case, sit them down, make sure they've got their glasses on and let them have a bash at *99 Red*

Balloons or *Dancing in the Street*. It'll remind them of bygone days when policemen gave kids piggybacks, £5 notes were the size of the Yellow Pages and toasters were the equivalent of state-of-the-art computers.

Unfortunately there are a few weird tracks we really can't make head nor tail of. *Hungarian Dance #5 in G Minor? Turkish March?* But we'll trust Nintendo on this one. There must be some reason they've included them amongst the other great songs.

Donkey Konga is going to be a top-class game. Let's just hope we can all wait until next month and not practice on the cat too much. **Rob Burman**



□ Try to drum while Diddy whispers "you're rubbish"



□ This track loops in Dean's brain



ESSENTIALS

DEVELOPER: NAMCO

FAMOUS FOR:

Believe it or not, Namco has made another rhythm game called *Taiko Drum Master*, but unfortunately it was on the PS2.

MULTIPLAYER: 1-4 PLAYERS

PUBLISHER: NINTENDO

RELEASE: OCTOBER 15TH

REVIEW: NEXT ISSUE – HOORAY!



PREDICTED SCORE

Just keep telling yourself it's only a month away 'cos this is one of the reasons you bought a GameCube. A classic in the making, boys and girls!

80%
PLUS



□ Keep your Mini Mario safe...



□ ... that means away from spikes



□ Shy Guys are trouble. You know



□ Key up + door down = puzzle



□ After 20 hours straight, Lawrence was hammering invisible Goombas

Mario vs. Donkey Kong

He's been a frog, a golfer and a karting star. Now Mario's been turned into a wind-up toy. God we wish they were real...

→ Just when we thought we'd seen the end of incomparable platform action in the masterpiece that is *Mario vs. Donkey Kong*, it turns out there's MORE. After you complete the game you're given access to a whole new raft of Plus Levels.

When you whup DK's hairy butt, after no less than 60 stages of puzzling platformery, he escapes with another haul of Mini Marios. Mario's no slouch of course and he's off chasing the ape faster than our friend Charles Martinet can say "Here we go, again!"

This time around it's a little different. Instead of finding the key and shoving it

into the lock to clear a stage, you have to lead one Mini Mario — who has the Mini Key — to the lock where he'll open it for you. This adds a whole new level of challenge to each stage, as you're not responsible for just your own plumber's skin, but also the tiny twin.

The action is similar to the Mini Mario stages that prefaced each Donkey Kong boss battle in the first 60 levels, but with one Mini Mario instead of six. The hazards are trickier and the puzzles more difficult, of course. One stage has you keeping old bashful Boo close to you so that he's further

from the accident-prone Mini Mario, while another has you jumping on switches nano-seconds before the mini plumber enjoys a spiky demise.

Mini Mario can leap over large gaps which tends to put him into danger as often as it gets him out of it. He can reach places you can't and with three presents to collect on every stage you'll have your hands full guiding him through all sorts of traps and gaps. You'll have to toss Shy Guys, climb ladders and convert ghosts to blocks at high speed to keep him out of danger.

The areas are familiar. You've seen the factory, the jungle and the Ghost House before. But now they take on a whole new level of menace. It changes the whole play dynamic and makes for a welcome extension on an already lengthy game. And from what we hear there's even more after these levels are completed. *Lawrence Wright*



□ Very much like the NOM production line, except with fewer spikes and carnivorous plants



ESSENTIALS

DEVELOPER: NINTENDO

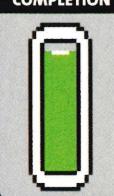
FAMOUS FOR:

Inventing a super-fast hedgehog, Lara Croft and *Doom III*. Wait a minute, that ain't right. You know Nintendo! You LOVE Nintendo! They make those Mario games.

MULTIPLAYER: NOTHING
PUBLISHER: NINTENDO

RELEASE: NOVEMBER 19TH
REVIEW: NEXT ISSUE

THE PHIAL OF COMPLETION



PREDICTED SCORE

We haven't had this much fun with Mario and DK in the same game since *Melee* and as platforming goes this is a winner. Full review next ish.

85%
PLUS

Ty the Tasmanian Tiger 2: Bush Rescue

→ Ty? Who's that? You wouldn't count on the second Ty game being much more than his first – an average platformer that no-one will care about. *Bush Rescue* may surprise you. It's done a massive u-turn away from the normal boring jumping action and transformed into a hardcore blast fest for kids.

Or at least, that's how it starts off. The action kicks off in a koala-inhabited town that's being invaded by lizards. LOTS of them.

The action is intense as lasers blaze in every direction. You sprint around as Ty, lobbing his twin boomerangs at the swarms of baddies to take them out. Then you're inside a mech suit, which can smash away obstructing cars and batter enemies with hyper strength. It's like *Probotector* in 3D. Further on you come up against a giant Power Rangers-style mech with a super-laser that would ruin your little mech in a second. You climb up

Ty leaves platforming to Mario in favour of mass riots with lizards and laser-firing koalas.



□ *Ty the Tasmanian Tiger* in surprisingly good shocker. Check the robots!

into a high-mounted gun turret and start launching missiles at him and incoming dropships. We're loving all that.

But soon after that the action disappears and you're left wandering around a huge hub world. It's a big town with houses, roads and shops where you can buy new

boomerangs. There are star markers on the radar that point out the direction of missions, ranging from killing eight crocodiles in a sewer to checking out a

haunted house. But the billions of lasers and giant mechs are gone. It's all got a bit... dull. Ergh!

There's another side to *Bush Rescue* – a kart-racing mode that's actually quite good for what is basically a mini-game. It's similar to *Mario Kart*: burn around on beaches, grabbing and firing weapons and boosts, and power sliding round corners. It can be played in two-player, too.

Wandering around doing *Starfox*-style pick-up objectives, or search-and-destroy scenarios doesn't compare to chucking boomerangs in a crazy laser war. We hope the later stages return to the mayhem of the start, firing rockets and slapping swarms of enemies in a massive riot. That's what we like. **Mike Jackson**



□ The 37th biggest game explosion we've seen this week



□ In a refreshing break from the norm, cartoon characters drive small 'karts' around

ESSENTIALS

DEVELOPER: KROME STUDIOS

FAMOUS FOR:

Or maybe infamous for developing the first *Ty the Tasmanian Tiger* and the forthcoming *King Arthur* on GameCube.



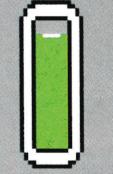
THE PHIAL OF COMPLETION

MULTIPLAYER: 1-2 PLAYERS

PUBLISHER: ELECTRONIC ARTS

RELEASE: OCTOBER

REVIEW: NEXT ISSUE



PREDICTED SCORE

The manic action at the start is brilliant. If there's more of that to come this will be great fun to blast through. We'll see in the finished version.

70%
PLUS

NAUGHTY BY NATURE



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Pop & Chart Tones

Britney Spears	Outrageous	305436	321176
McFly	That Girl	305499	321244
Peter Andre	Loved You The Right Way	305500	321245
Dido	Sand In My Shoes	305435	321175
Girls Aloud	Love Machine	305501	321246
Maroon 5	She Will Be Loved	305484	321228
Sugababes	Caught In A Moment	305481	321225
Usher	Confessions Part II	305517	321257
411	Dumb	305493	321230
Darren Hayes	Popular	305496	321240
Raghav	Let's Work It Out	305497	321241
Jo Jo	Leave (Get Out)	305505	321242
Brian McFadden	Real To Me	305498	321243
Eamon	I Love Them H***	305417	321164
Christina Milian ft Joe B.	Whatever You Want	305511	321251
Shifty	Slide Along Side	305512	321252
Mario Winans	Never Really Was	305513	321253
Kelis ft Andre 3000	Millionaire	305514	321254
Jamelia	DJ	305515	321255
Jentina	French Kisses	305516	321256

R'n'B, Rap and Dance

R&B	Pop	Dance	
Kanye West	Jesus Walks	305503	321248
Big Brovas	Yours Fatally	305527	321264
Cassidy	Get No Better	305518	321258
Prodigy	Girls	305502	321247
Beenie Man	King Of The Dancehall	305480	321224
LL Cool J	Headsprung	305492	321236
Nelly	My Place	305488	321231
Twista ft Anthony H.	Sunshine	305487	321231
D12	How Come	305447	321183
Shapeshifters	Lola's Theme	305465	321194
Outkast	Roses	305369	321130
Streets	Dry Your Eyes	305433	321173
Dizzee Rascal	Stand Up Tall	305504	321249
Nina Sky	Move Ya Body	305418	321165
Cassidy ft R. Kelly	Hotel	305334	321105
Black Eyed Peas	Let's Get It Started	305373	321134
Outkast	Hey Ya!	305078	320842
D12	My Band	305311	321090
Eamon/Frankie	F*** It!/U.R.B	305310	321089
Usher ft Ludacris	Yeah	305263	321068
DRE	Still DRE	302117	320018
Kelis	Trick Me	305273	321078
LMC vs U2	Take Me To The Clouds	305168	320970
50 Cent	In Da Club	304023	320280
Streets	Fit But You Know It	305322	321093
Stonebridge ft Therese	Put Em High	305486	321237
Black Eyed Peas	Where is the Love?	304561	320745

Movie and TV Tones

Thunderbirds Are Go (Busted)	305476	321206
Shrek 2 (Accidentally In Love)	305438	321178
Spiderman II (Ana Johnson - We Are)	305439	321179
Only Fools And Horses	300815	320023
118 118 (We Are Family)	305489	321233
Friends	300835	320456
Woo Hoo (5678s - Carling ad)	305452	321188
Italian Job (Self Preservation Society)	301184	320433
The Great Escape	300933	320173
Scoby Doo	301942	320798

Boltblue's Bestsellers

3 Of A Kind	Babycakes	305485	3211229
Usher	Burn	305331	321102
Mario Winans ft Enya	I Don't Wanna Know	305332	321103
Britney Spears	Everytime	305269	321074
Rachel Stevens	Some Girls	305424	321167
Natasha Bedingfield	These Words	305451	321187
Keane	Bedshaped	305450	321186
McFly	Obviously	305396	321147
Special D	Come With Me	305304	321086
Anastacia	Sick and Tired	305411	321157
MONOPHONIC RINGTONES NOKIA: All models except NGAGE, 3200; SAMSUNG			

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Amazing Island

We hoped this amazing isle would be full of bikini-clad women and a beach volleyball contest. How wrong we were!

 There are some games that teeter on the edge of insanity, that make you wonder what exactly the developers had been drinking when they created the idea. Prime examples include *Wario Ware*, *Super Monkey Ball* and now *Amazing Island* can be added to the list.

It's best to think of it as a strange hybrid of *Pokémon*, *Mario Party* and *Track & Field*. Think that's impossible? Then prepare to eat your hat. *Amazing Island* starts with a boy arriving on the isle, only to find it's been taken over by evil Maboos – islanders possessed by dark spirits. The only way to save the island is to battle against them in a series of bizarre sports, ranging from races to flaming rock volleyball.

Your character can't actually take part and you must use a monster partner. This is where it gets pretty weird. The beast is unique to each player and is created by answering questions, such as "what's your favourite animal?" or "what's your favourite number?". Questions differ each time you play.

The animals, in response to your questions, are pretty strange, and it's worrying to think that monster is basically a creation of your mind. Rob was perturbed his answers resulted in a strange dog/kangaroo thing with a beak – he had wanted something more like a grizzly bear.



□ Being a Sega game that thing on the right is probably a robotic Lion on rollerskates



□ If big cartoon letters told you to rob a bank, would you do it? We would...



□ There's some mysterious message here that we can't quite decipher



□ If this event ever makes it into the real-life Olympics we'll give every NOM reader a free Xbox, or a huge lump of coal, whichever is cheaper and heavier



After creating your beast you enter events. The ones we played revolved around hammering buttons as fast as possible. The first was a race that required lightning fingers to tap **A**. The second, the hop skip and jump on water, was trickier and we had to have a few attempts before we could master it. You had to time pressing **B** followed by **A** to bounce off the water, which was easier said than done. The rest of the mini-games are fairly simple though and, although there are about 30 to unlock, they lack any real depth and are best in multiplayer.

Win a game and you get items to customise your monster, like horns, eyes or a voice. There's the potential for everyone to have a unique beast and you can pit them against each other in multiplayer or trade items, like a flashing light for their head or metallic skin. So, there you have it, a mix of *Pokémon*, *Mario Party* and *Track & Field*. So, what sauce would you like on your hat?! **Rob Burman**

ESSENTIALS

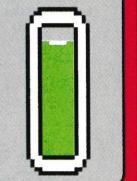
DEVELOPER: SEGA

FAMOUS FOR:

These twisted lot were also responsible for the equally crazy *Super Monkey Ball* and *Chu Rocket*.



THE PHIAL OF COMPLETION



MULTIPLAYER: 1-4 PLAYERS

PUBLISHER: SEGA

RELEASE: TBC

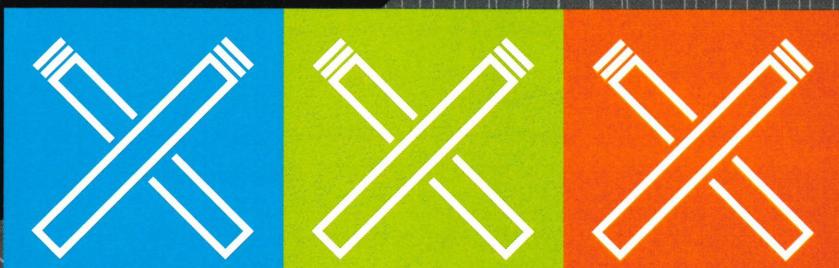
REVIEW: TBC

PREDICTED SCORE

The premise of almost infinite monster designs make us feel warm inside and this could be a hoot in multiplayer. We can hardly wait for a UK release.

70%
PLUS

VICTIM



FEEL FREE TO SAY NO



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More power to you

Nintendo®

OFFICIAL MAGAZINE UK

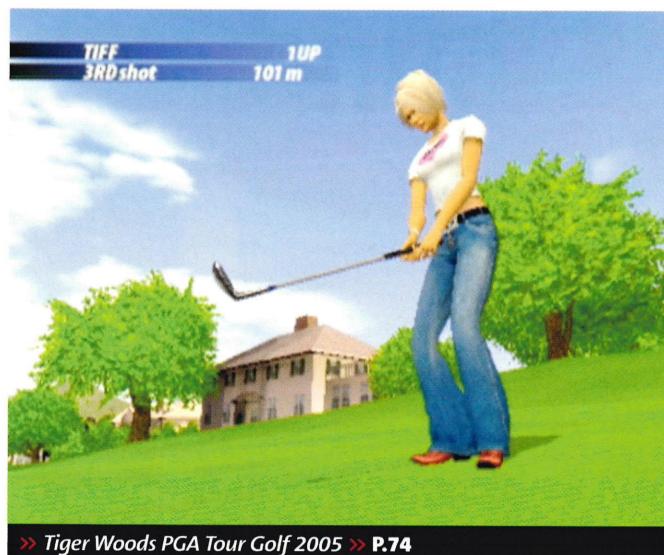
THE ONLY PLACE FOR OFFICIAL REVIEWS



» *Pikmin 2* » P.62



» *Rabbit King* » P.76



» *Tiger Woods PGA Tour Golf 2005* » P.74



» *Star Wars Trilogy* » P.73



» *Mario Golf Advance Tour* » P.68



» *TV games special* » P.83

MEET THE TEAM

Your hatred fuels their powers of evil



TIM STREET

After a month on *FireRed & LeafGreen*, Pikachu is now Tim's "special friend". They sleep together and have hugs.



DEAN SCOTT

Went on a seaside holiday, so we made a cardboard replacement. It's better looking so we're giving it his job.



KINGSLEY SINGLETON

Bleary eyed and ghostly white, Kingsley awoke to play *Star Wars Trilogy*. He left swears and has not been seen since.



MIKE JACKSON

After playing *Pikmin 2* for too long Mike started bossing people about and telling them to carry things to his car.



ROB BURMAN

Spent all his time creating Mario faces on *Tiger Woods*, only to be told they were crap. Wept openly for days.

SPECIAL THANKS TO...

CHRIS KOHLER

Pronounced "cola", just like the fizzy drink.

LAWRENCE WRIGHT

The ladies love him because he's Mr Wright.

JOHN ALLISON

Grows to 60ft and fights Japanese lizards.

JON ARGLES

Attacks Bill Gates look-a-likes on sight.

SCORES AND AWARDS

90+

A Nintendo classic

Exceptional in its class

85-89

Great fun, but not ground-breaking

80-84

Some nice ideas, but lacks Nintendo magic

70-79

Few classic moments, for die-hards only

60-69

Been there, seen it, played it. Yawn!

50-59

No ideas, no gameplay, no way

40-49

Not worth buying

30-39

Not worth stealing

0-29

Not worth stealing



POISON

A real miner that might give you a bad case just by touching it.



SUPERSTAR

We'll dish these out best games, regardless of whether they're in Gamecube or GBA.

Nintendo
OFFICIAL MAGAZINE UK



Game info

Price: £39.99
 Publisher: Nintendo
 Web: www.nintendo.co.uk
 Players: 1-2
 Memory: 27 blocks

OUT
OCT 08

Pikmin 2



Take to the battlefield with killer, head-butting flowers that make fireball Piranha Plants look like common daffodils.

You look at a Pikmin and you see a cute-looking, flower-type thing that seems as innocent and harmless as a pretty butterfly. Only a Nintendo fan would know that these guys are no pansies. If a little space dude was to throw them at you, the second their feet hit the floor they'd bust out mad anger and batter the crap out of you.

You can't fight back. They swarm you. You flick them off and stamp on a few. You'll only squish around six, the other 94 aren't phased. They know no fear. >>>





» They just charge right back in, kamikaze-style, butting you hard with their flower-topped heads until your pie-chart of health goes red and disappears. It's torture – a slow and painful death, like repeated stings from 100 angry wasps. Then they carry their victim's lifeless corpse back to their ship for fuel to reproduce MORE of their own. And you thought this was an innocent, happy-go-lucky child's game. *Pikmin* are RUDE.

After a long break from territorial gang warfare, the little killers are back for more Bulborb slapping and junk gathering action with Olimar

and his new companion, Louie.

It may look like more of the same on the surface. Visual improvements come as standard; that hint of motion blur in the original has been banished, leaving smooth, pin-sharp visuals even at the most hectic of moments. Overall presentation has been upped a few notches with improved smoke effects for the ship's fumes and richer, more colourful and more detailed (yet still familiar) worlds. But there's plenty more than a swift makeover to make *Pikmin 2* a



When you're done with that the ship needs a wash

worthy title for those who finished the original and that doesn't solely revolve around the introduction of two new *Pikmin* types.

Olimar hasn't crashed into another meteor. That would be a lame excuse for a plot. In *Pikmin 2*, he has to return to the mysterious planet (basically Earth) to gather junk. Why? He works for a freight company on his home planet which, while Olimar was away, managed to get themselves into serious financial trouble. However, it turns out that what is mere trash on Earth is worth an

absolute fortune on Olimar's home planet. The game doesn't say why this worthless crap is of any value. Maybe there are some of those nutty abstract art lovers on the alien world, like those weirdos on Earth who consider flicked paint and basic infant school-style drawings the works of a genius. Whatever, really.

It's not ALL total garbage though. Some of the items you find will actually provide upgrades to Olimar's abilities. His suit can be upgraded to make him immune to certain types of attacks, like electricity for example. He can also get a

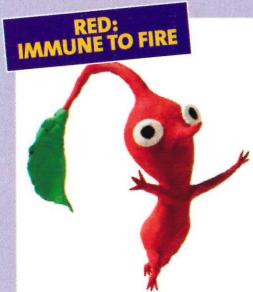


Tiny gypsies, the *Pikmin* drag stuff back to their caravan, sorry ship

The Pik of the bunch

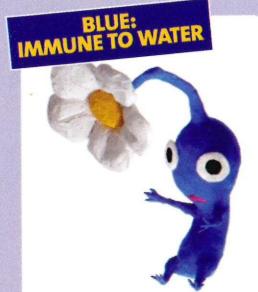
Pikmin are cool. But our fave is...

■ Simple in design, basic in instinct, *Pikmin* don't take crap from anyone or anything, regardless of their size. They are loyal servants to their picker, but demand respect from everyone else.

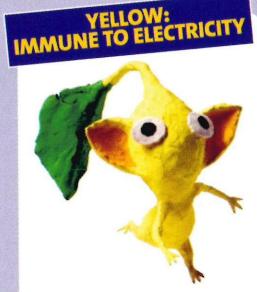


TALENTS: Flame-resistant fighters. When these guys go to war, you'd better run.

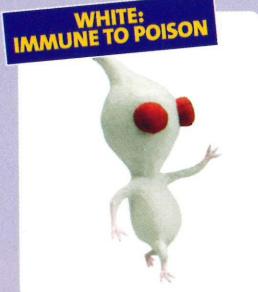
NOM RECKONS: Boss? What boss? Our gangstas from the red Onion crib mashed up every animal on the planet. That makes US the boss.



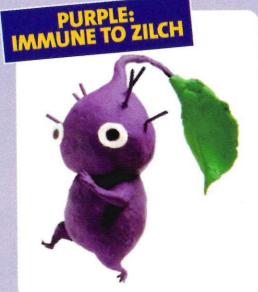
TALENTS: Water is their speciality, they don't even need to come up for air. Apart from that they're pretty standard. **NOM RECKONS:** Blues are a lifesaver with puddles around, but they should've had another ability, like laser eyes.



TALENTS: Ruins electrical gates and enemies, and can be thrown higher than other Piks. **NOM RECKONS:** Check his ears, what a dude. They used to be The Bombers, but now there are no Bomb Rocks and they still have mad skills.



TALENTS: Professors of multitasking. They dig, poison things and run faster than a cheetah strapped to a firework. **NOM RECKONS:** Look at the eyes – this 'min don't mess. He's a skilful master, like a shaolin monk. He kicks ass.



TALENTS: Strength equivalent to ten normal *Pikmin* and a killer butt-stomp. But their fat asses make 'em slooow. **NOM RECKONS:** Brutish, but purple and that's a wimp's colour. AND they're immune to nowt. Pah. Reds would do 'em.





Just seconds later a fleet of Micro Machines tore wildly through this quiet scene. Many Pikmin were killed



Even the simplest of *Pikmin 2*'s puzzles wrap your brain in a warm fuzzy game feeling

detection meter that bleeps when an item is close by, or a new whistle that's capable of making buried Pikmin pop out of the ground, saving you the hassle of having to pluck them all individually.

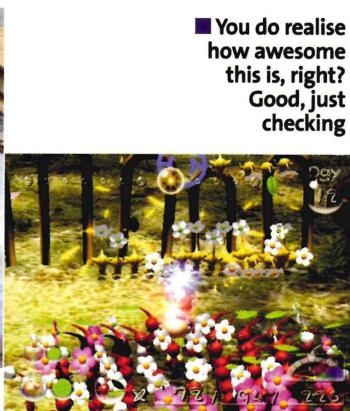
The most interesting is an upgrade that requires berry juice to work; red and purple ones. When Olimar recovers these berries, their juice fills a meter, adding new functions to the D-Pad. Now at the touch of a button, Olimar can turn enemies into stone if they are a threat to his little soldiers, or

even give his Pikmin enhanced power, making them faster workers and more dangerous killing machines for a limited amount of time. So, if the killer rage of your 100 Pikmin army doesn't satisfy you, you can bust out the red berry juice and have them wreck the place like Millwall fans.

Not quite as useful but still cool, we've found Game & Watch units and Famicom Disk System disks laying around in these virtual gardens. They must be the back yards of some of the stupidest kids on Earth to

have dumped this cool stuff outside. You know they'd go for a MINT on eBay.

Forget the measly 30-piece hunt from the first game – there are 200 different items to be uncovered in *Pikmin 2*'s four areas. This is sure to take even the most skilled of gamers more than 20 hours to complete. And that's without taking into consideration the unlockable Challenge mode that's packed with even more skill-testing goodness than the original. There are certainly no worries about another five-hour



game this time around.

The 30-day limit has also been given the snip, so now you're free to browse around at your own pace. Despite giving you the pleasant opportunity to properly explore and admire the gorgeous world of *Pikmin*, it does make you completely unconcerned for the lives of your little Piks. If large numbers of them get wiped out you can spend a day just breeding up your reserves and not worry about it. You can afford to spend as much time as you like, but you'll savour doing it. »»

Pikmin at war

With two spacemen, Nintendo had no choice...

■ *Pikmin 2*'s multiplayer option is awesome. Two-on-two, split-screen games pit players against each other in a race to grab marbles. There

are two ways of winning: get four yellow marbles before your opponent, or steal their über marble from their base.



After playing the single-player mode it's strange to see *Pikmin* go up against each other in mass head-butting riots. POW!



Our favourite level is Hostile Territory, where it's so dangerous you'll struggle just to keep your *Pikmin* alive. It's strategy at its best.



Multiplayer games run at an increased speed, so 100 *Pikmin* smacking each other looks like a riot after an England match.

This might have you fearing that *Pikmin 2*'s too easy. But don't fret – there's a new challenge in the form of underground caves that are accessed by holes dotted



■ That's a big, fat *Pikmin* pay day

around the four worlds. These caves have multiple levels, each packed with enemies and hidden items for Olimar's treasure hunt.

However, entering these caves adds a slight twist to the gameplay. There are no *Pikmin*-producing Onions down there. Okay, when we said a slight twist, we meant major. The *Pikmin* you take down with you (which is obviously a maximum of 100) are all you have to get through the entire cave. That's okay in the early two-level deep caves, but later on when caves dive 12 levels into the

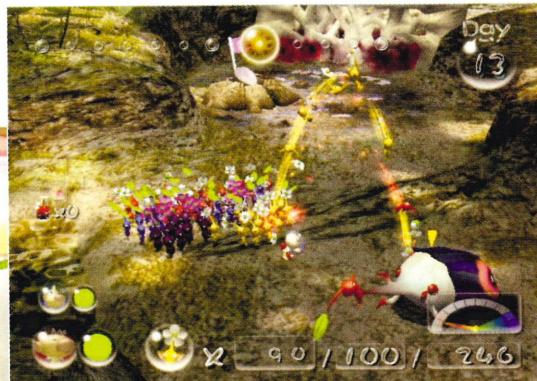
Earth you've got a problem. This means your careless charge-and-destroy Rambo tactics won't work. You'll run out of *Pikmin* and that's where your game ends. You're FORCED to start caring. You'll have to fight enemies using PROPER tactics to preserve every last *Pikmin* that you can.

You know those moments in the original when a bomb

explosion or a flame-thrower took out 70 *Pikmin*? It used to hurt, didn't it? But it was kind of okay – you had more. In a cave, such an event will leave you as devastated as the *Pikmin* that just copped it. You'll either be filled with rage and scream bad words your mum wouldn't like, or cry like a baby as you watch the dozens of little *Pikmin* souls float up to



"The essence of *Pikmin* remains, combined with fresh challenges."





■ Some call it racism, but surely we all hate the blue Pikmin, right?



■ Endangered species: this big guy can't escape your little red ninjas. 'Ave some of that!

"If you liked the original, you'll love every moment of this awesome sequel."

the heavens. How the BLOODY HELL are you going to finish the rest of the cave with 30 MEASLY Pikmin? RESET! But this is the sort of challenge that *Pikmin* needed. Something to make the Pik important, something to make you think a little more. It's a challenge, but a greatly enjoyable one.

It's also down in these caves where you'll be introduced to the two new Pikmin, the purple and mean-looking white ones. They don't have their own Onion ships. They're hybrids – evolved forms of the original three types, transformed by being thrown into giant flower pods. Throw in any normal Pikmin and the pod will spit out purple or white Pikmin (depending on the colour of the flower) before shrivelling up and disappearing. The chubby purple ones are heavy and strong, but annoyingly slow, and red-eyed white ones are fast, immune to poison, can poison enemies AND dig. They're clearly THE DUDES!

Simultaneously managing three types of Pikmin in the original was a bit of a brain ache at times. We were worried two more breeds would over-complicate the game, but Nintendo has constructed the levels fantastically. They're tough enough to give you a challenge, but rarely require you to use more than three types of Pikmin at once, thus avoiding twisting up your mind to the point where you can't keep track of it all.

This is also the case with the addition of Louie, who could have been used for all sorts of complex, dual-character co-operation puzzles. This was clearly not Nintendo's intention because you can get through the game without using him. Instead, Nintendo has put Louie alongside Olimar for your convenience.

You can split them up to make them perform separate duties like one taking Pikmin to build a bridge while the other gets Pikmin to batter down a gate. Or you can use one character to breed

Pikmin while the other progresses through the level. Or even split them by type, so Olimar has red Pikmin while Louie takes charge of blues for a particular battle or puzzle. It makes multi-tasking much easier to cope with than it was when Olimar was a lone adventurer.

Nintendo has balanced the difficulty perfectly. The essence of the *Pikmin* experience remains, but *Pikmin 2* has been refreshed and pumped full of new challenges. It's an over used phrase, but if you liked the original you're going to enjoy every minute of this.

And if you haven't discovered *Pikmin* yet, this is the time to get in there and see the light. It might look like a girl's game, it might heavily feature flowers and it might sound too much like *Command & Conquer* for your liking, but seriously, it's like Dr Pepper – you won't know until you try it. In this case you'll love it. **Mike Jackson**



So, should you buy it?



Yes if...

You haven't already bought it. It has to be owned even if RTS isn't your thing.

No if...

You're allergic to cute and being seen with flowers makes you question your sexuality.

You'll love it if you like...

The original masterpiece and wished that it took longer than one day to complete.

GRAPHICS

9

The original looked great. This looks better. Detailed, colourful and pin-sharp.

SOUND

9

The tranquil tunes will soothe and bewitch your brain. Utterly charming.

GAMEPLAY

9

The same amazingly unique gameplay, with added extras to keep it fresh.

LIFE SPAN

9

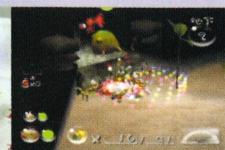
A big adventure, Challenge and two-player modes will entertain for months.

VERDICT

► It's been two years since the original and we've fallen in love all over again. It's a strange title, but the many lush worlds and buckets of charm make this a game you MUST explore. Brilliant.



BEST BIT: Exploring the new caves. Challenging, rewarding and great fun.



WORST BIT: When masses of your Pikmin cop it in one cruel attack.

SECOND OPINION

► Want to run around with a gun shooting nuns? Tough! *Pikmin 2* will win you over. Just put a *Grand Theft Agricultural* sticker on the box if you're embarrassed. **Kingsley Singleton**

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"FLOWER POWER"

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

92%



■ Some unexploded mines were left over from the Mushroom War

■ If you're sitting there thinking "that's a big trophy", you'd be right

Mario Golf Advance Tour

GBA owners can now join bank managers, accountants and magazine publishers in playing golf when they should be working.

Picture, if you will, the golfer, hitting his ball with his sticks. Swathed in a lime-green Pringle sweater and offensively-checked Farrah slacks, trotting around 150 perfectly-manicured acres. The last thing he wants to see from the comfort-bubble of an electric cart are the likes of Mario and Yoshi hacking around the course. Those plumber's dungarees are far from regulation and Donkey Kong isn't even wearing trousers.

There's *Mario Golf Advance Tour* in a nutshell, the familiar game with incongruous features piled on thick, first and foremost, the 16-bit RPG trappings of the Story mode, using the *Golden Sun* engine, right down to the doddle-deet "speech" and yes-no dialogue boxes. It's a thoughtful touch that adds a little depth to training, but odds-on you'll soon be pounding the A button to get through the twee musings of your Mario Club companions.



Rather than playing as Mario, in Story mode you take control of wide-eyed protogolfers Neil and Ella, playing through a series of tournaments until you reach the climactic game against the plumber himself (who is, among other things, also the greatest golfer in the world).

The totally understandable frustration over your demotion to snub-nosed animé poppet is soon forgotten when you start playing; once mastered, the controls are sublime. After you learn the three-click swing control, demon back-spin and top-spin can be applied for truly subtle strokes. Dismiss '80s throwback Mario club pro, Joe, and you're on your way.

Every game played earns you experience points, which you can distribute between Neil and Ella. Experience is used to boost your golfing abilities, but there has to be a little charity to the character you aren't using, or they'll prove an embarrassment when

competing in doubles play. And nobody wants that.

If you go for the quick game, you can play as (or against) Mario, Princess Peach, Yoshi or Donkey Kong, or any of the characters you unlock in Story mode. As well as straight one-on-one and doubles games, you can attempt a kind of golf slalom in Go-Go Gates, swap finesse for raw power in Speed Golf, or deal with the slim golf bag pickings offered by Club Slots, where a fruit machine issues you three clubs then lets you thrash around in the rough with whatever you've been given. You might not waste too much of your gaming day on these cutesy side games, but they're far from dispensable.

The graphics are unspectacular, but they do

Game info

Price: £29.99
Publisher: Nintendo
Web: www.nintendo.co.uk
Players: 1-4
Memory: Cart save (3 slots)

OUT
SEPT 24

their job; cute sprites for the RPG section and top-down Mode-7 faux 3D for the fly-by course view – which works very well. The pre-rendered 3D for the shot-taking doesn't always look top-class, but for golf, it's great.

The same could be said for the sound; bouncy, typically Mario tunes that could eventually make you weary of life, but will offend no-one. On the other hand, some of the female players' delighted coos and squeals during play could make you a little self-conscious on the bus.

Course design is pretty flawless, requiring tactical thinking rather than hit-it-and-hope power shots. And they look great, from the palm trees and ravines of the early courses to the more bizarre



■ Experience points?! Yes! See the excitement in their huge eyes



■ Just show us where the God damn power-ups are, love

"It's cheaper than a set of clubs and you don't have to wear tassled shoes."



Yoshi has a belly full of Tiger and will have to poo him out later. You don't want to be there



Mario-themed obstacles of the later stages.

If there can be any criticism of the matchplay, the only fault lies in the putting – it's far too easy. Glowing arrows indicate the contours of the green, but you can sink almost anything within 20ft just by giving the ball a little extra power.

While that's not particularly realistic, it was probably a wiser choice by Camelot than recreating the agonies of a real-life putting green inside your tiny GBA. That would have left you with a simple choice, decided by local topography: cast your GBA into a nearby river, smash it over



your head, or break someone else's nose with it.

That said, it's difficult to sustain any reservations over the game, given that it passes the acid test of any good sports sim; namely that having played it for a few hours you believe yourself to be excellent at the sport in question, and possibly the better of any so-called "professional" plying his trade on the world circuit.

Advance Tour is a lot cheaper than a set of golf clubs and it'll never ask you to wear shoes with fancy tassles on them. Chalk that one up as a win and go get it. **John Allison**

The gentle arts

Carving up the putting green with a nine iron isn't just bad golf, it's bad manners.

No matter how much you want to go *Happy Gilmore* on your opponent, *Advance Tour* requires a little finesse. Having decided where to place your shot, you have to accurately hit the button at the suggested moment and apply top-spin, back-spin or no spin at all, as required. That means if your ball ends up making sand castles in the bunker, you only have yourself to blame.



Better avoid the water feature, because monkeys can't swim, apparently



I WIN AT GOLF. No-one argues with the Kongster's swing

So, should you buy it?



Yes if...

You want to play a few rounds and wipe the smile off Mario's hairy mush.

No if...

The thought of teeing off sends you into a working class rage.

You'll love it if you like...

Spending hours in the 19th hole with tales of your best ever albatross.

GRAPHICS 8

Not perfect, but this is golf on the GBA looking as good as it ever will.

SOUND 7

Typically bouncy Mario tunes, more than adequate speech and FX.

GAMEPLAY 9

It'll take a crowbar to prise you off the course once you get your bearings.

LIFE SPAN 8

No shortage of sub-games and plenty of multiplayer options, too.

VERDICT

> As good as golf gets on the GBA and it's got the plumber of choice in it. If you don't like the sport, it's unlikely to win you over, but if you do, prepare to lose a few months to *Advance Tour's* charms.



BEST BIT: No contest there: getting your first hole in one.

WORST BIT: Blasting the perfect shot straight into a tree.

SECOND OPINION

> I'm not too sure about this – after all, the GBC version played a blinder and this just seems to be more of the same. It's cool, but you've seen it all before. **Tim Street**

Nintendo®

OFFICIAL MAGAZINE UK SAYS...

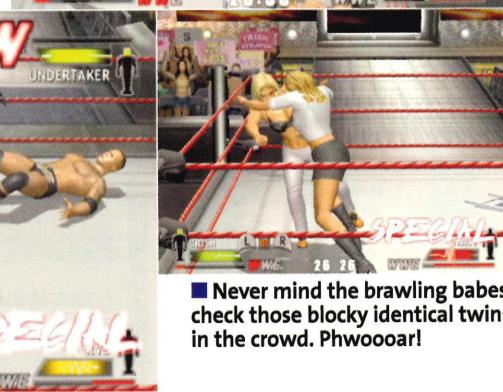
"MAKES PAR"

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

84%



■ Joey tries to hide from Jackson's horrendous breath



■ "It's going in sideways" The Rock sheds a silent tear



■ Triple H tenderly mops Mysterio's fevered brow

Game info

Price: £39.99
Publisher: THQ
Web: www.thq.co.uk
Players: 1-4
Memory: 32 blocks

OUT
OCT 01

> You can't hold a man upside down and PROPERLY slam him into the floor head-first without snapping his neck in two. That's the harsh fact of life for wrestling fans: in the real world, necks, spines and ribs actually snap. They don't in the fake wrestling seen on TV, but they do in real-life wrestling. You want to Power Bomb someone, don't you? But you can't because they'd die and you'd go to prison for quite a long time.

Real-life means you can't do fun things like Choke Slam your little brother through the kitchen table, or do an Elbow Drop to his nostrils from the top bunk of your bed. Real-life means you MUST turn to wrestling games.

Day of Reckoning will satisfy your violent tendencies. The Story mode places you in the shoes of a wrestling nobody who has to fight his way up



the ranks and fulfil every sane human being's dream of becoming a WWE superstar. You can't use any of the stars you know of – you have to make one in the INSANELY detailed Create-A-Wrestler mode. It sounds like a pretty boring plot, but things soon heat up when you join a gang in the WWE who end up betraying you.

Shock horror! But we don't want to spoil it for you so we'll say no more about that.

When you're not proving yourself as an undiscovered fighting god in the Story mode, you can pound faces in just about any form of wrestling

WWE Day of Reckoning

Hit men and rip women's clothes off without the five-o turning up and arresting you. The Americans call it *WWE*...

match ever invented. There's everything from Cage and Hell in a Cell matches, to TLC and Bra and Panties matches where wrestling babes pull each others clothes off (which is great). The list is completely overwhelming, but you certainly can't complain about that, THQ have thrown it all in.

What's more important with THQ's latest brawler is the gameplay. Let's admit it now, GameCube wrestling games haven't been all that great, have they? They look pretty good, but none seem to have managed to better *WWF No Mercy* on the N64 for sheer playability. It finally seems that

THQ will change that with *Day of Reckoning*, though. It's the grappling game *Wrestlemania XIX* should've been.

Only now they've thrown out the old *Wrestlemania* franchise AND the flawed gameplay that came with it, and have rebuilt *Day of Reckoning* from the ground up, making what is one of the best wrestling games we've seen in years.

The blows look, sound and feel solid. When you clobber someone in the chops, sweat flies off them as their head swings round and your speakers kick out a deep thud. The impact is sweet and you'll often get a cinematic view of



Raging Refs

The man in the middle fights fire with fire.

■ Hitting a referee is a big mistake. They don't like it. They're there to enforce the rules, but rules go down the drain if you make a WWE ref flip his lid.

When you've got four huge men doing drop kicks and throwing ladders around it's inevitable that the ref will get caught in the crossfire. But does he take it professionally and let it go? No. He wigs out, completely ignoring the match and fixes his attention on revenge against the offending wrestler. Watch him. He's like The Incredible Hulk without green skin.



The Rock relaxes nonchalantly on the ropes as RVD tells Edge it'll all be okay



Psycho ref has shoved the rope THROUGH Mysterio's armpit! Oh, it's the graphics...

"The controls in *Day of Reckoning* are as smooth as Stone Cold's head."



■ Trish was amazed by Stacy's huge granny pants

the blow too, as the camera swoops around to find the best angle and show off the pain you've inflicted.

The holds and special moves are simple to pull off and look fantastic, which is just how it should be. The wrestlers do what you want, how you want. No more frustrating moments where your wrestler jumps out of the ring when you actually wanted to climb the turnbuckle, or does an Irish Whip when you actually wanted to do a Suplex. The control system in *Day of Reckoning* is as smooth as Stone Cold's head.

Some may complain that there's nothing you can do in wrestling games when you're getting hammered and your wrestler is weak. That's not the case in *Day of Reckoning*. There are plenty of countering opportunities. Countering a move is as simple as



tapping **L** for holds or **R** for strikes at the right moment. And then there's the Momentum Shift move that allows you to turn around a lost match with one vital blow to an over-confident opponent. Your low morale will shoot up. Theirs will drop through the canvas. Result? You'll be back in the game and feeling like a ninja for pulling off the biggest comeback since Jesus of Nazareth.

We could list the millions of options and features in *Day of Reckoning* right across these pages, but what really makes it stand out above the rest of the GameCube wrestling titles is that THQ has finally made a game that's great fun to play, especially in multiplayer. You can now tell your PS2-owning mates to stick *Here Comes The Pain* where the sun don't shine (that means up their ass). **Mike Jackson**

So, should you buy it?



Yes if...

You threw *Wrestlemania XIX* in the bin and wished for *Here Comes the Pain* on GC.

No if...

You don't watch WWE on telly. Wrestling games are for fanboys. That's a fact.

You'll love it if you like...

Anything WWE. You'll be standing up to sing wrestler intros like it's your national anthem.

GRAPHICS

7

The wrestlers are lifelike, but the crowd looks flat. Lighting could be better.

SOUND

7

Blows thud hard, but the Story mode cut-scenes feel cheap without speech.

GAMEPLAY

8

The best on grappling on GC so far, but bashing **A** to recover gets tedious.

LIFE SPAN

8

Challenging and has every type of wrestling match you can think of.

VERDICT

■ Much improved gameplay over the *Wrestlemania* games makes *DoR* the best WWE game on GameCube, although a lack of speech and unimpressive visuals leave room for some improvement.



BEST BIT: Really laying the smack down on some dude's head. Satisfying.

WORST BIT: Getting hammered and having to tap **A** for ages.

SECOND OPINION

■ It's not something to condone, but if you absolutely HAVE to go and get a wrestling game, it should be this one. Visit the doc on your way home though. **Kingsley Singleton**

Nintendo®
OFFICIAL MAGAZINE UK SAYS...

"WWE LIKE IT"

83%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



Megaman Zero 3

Game info

Price: £29.99
Publisher: Capcom
Web: www.capcom-europe.com
Players: 1
Memory: Cart save (3 slots)



> Blimey it's hard being a hero sometimes. According to the latest instalment in the franchise, Zero's only had a couple of months off before the crap hits the fan again. This guy needs a rest, for crying out loud, just lay off for a while... sheesh!

Capcom seems to be churning out *Megaman* games like there's no tomorrow, blink and you'll probably miss three releases. *Zero 3* is a more traditional take

That Game Over screen is gonna be your best mate.

on the popular shoot-'em-up series, unlike *Battle Network* which is an RPG.

The latest is a continuation of the *Zero* story, involving the evil Dark Elf. Don't worry if you haven't played any of the games before 'cos there's a recap at the start. Ultimately it makes no difference to the gameplay, which is basically blast, blast, blast... avoid dying... then die - <swear>! Start again...

This is a solid game and the difficulty, right from the word go, may be too much for some. It throws you right in at the deep end and any kind of gentle learning curve has been blasted to smithereens. It's an old-skool

style of blaster that relies on ninja reflexes to dodge streams of bullets and a thumb so fast it can hammer out 20 shots a second. There's no training levels here, wimps - it's do or die!

Once you've managed to gun your way through the levels, taking on huge cannons, robotic death bats, hordes of laser-toting soldiers, spikes, erupting volcanoes or lava pits, you then fight a mighty screen-filling boss with super-powerful attacks. You end up staring at the continue screen more than you'd like a lot of the time. Thank God for unlimited continues.

The only thing we do think is a bit cheap is that the enemies

respawn once you leave a particular area. You can spend your time carefully making your way through a level, not taking a single hit, but then you accidentally walk back into an area and get shot by an enemy who has returned from the dead. Come on Capcom, give us a chance, they're robots, not zombies! This isn't *Resi Zero*.

It's irritating, but obviously we love it, because we're all hard as nails and sleep with laser guns under our pillows. You cry babies who think games should be easy are better off sticking to the next *Disney Princess* game, or something like that.

Rob Burman



End of level bosses as they should be: screen-high and fresh from wrecking bits of Tokyo

So, should you buy it?



GRAPHICS

7

Nicely animated, but not a great leap forward from the other *Zero* games.

SOUND

6

The music is decent, but it's normally drowned out by the sound of gunfire.

GAMEPLAY

8

It's a classic case of blast them before they blast you.

LIFE SPAN

7

You won't complete it in one sitting and there are secret "discs" to track down.

VERDICT

> Megaman's latest isn't going to win any big shiny medals for originality. But then you don't really play these games for their ground-breaking design. These *Megaman* shooters are all about blasting as many things as possible before they blast you and that's exactly what you'll get, all over again.

Nintendo®
OFFICIAL MAGAZINE UK SAYS...

"MEGA-ISH"

70%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Star Wars Trilogy: Apprentice of the Force

Game info

Price: £29.99
Publisher: Ubisoft
Web: www.ubisoft.co.uk
Players: 1-2
Memory: Cart save (3 slots)

OUT
SEPT 24TH

It's a Star Wars game, so they gave it to me. Go figure. Maybe it's because I'm NOM's biggest fan of "the Star Trek it's okay to like". Maybe it's because the others know NOTHING about the Wars. Tim'd rather "watch Quantum Leap", Dean thinks Alderaan "plays for Real Madrid" and Mike J says the whole thing is "racist".



2D dogfighting – looks rubbish, but isn't

Three episodes, two dimensions and 20 years late.

Even if you love Star Wars you can be objective. Right through Episode IV's opening crawl, you'll hold firm. Even hearing a Sand Person going "Urk, urk, urk!" you'll be okay. Then you'll read a few condensed story scenes between levels and you'll go nuts. Because they're RUBBISH. No-one wants to sit reading a GBA screen, but these are like *The Diary of Luke Skywalker Aged 13 1/2*. "And then I went to the Death Star and then I blew it up and then Darth Vader was chasing me, and then, and then, and then...". It's more Matt Lucas than George Lucas.

Apprentice has you fighting from one nostalgic scene to the next at something approaching light speed. From the Jundland Wastes to Endor you'll be through *A New Hope* and onto *The Return of the Jedi* faster than you'd think possible. Protect R2 or Leia, fly a speeder bike – it's fun, but it has all been done before, and better.

Later stages offer Force powers and lightsaber moves, but while parrying a snow trooper's blasts from one side is cool, getting shot in the back from the other is not. Laser fire fills the screen and you

get hit a lot. Then you grab the health left behind and you're off again. The thrill is seeing the next location or creature, not going through a level unscathed. There isn't even a high score or a timer to beat. Only when the health dries up do things get tougher.

Blasting skiff guards and duelling with Darth is good, basic fun, but replace them with monkeys and biplanes and you wouldn't go near it. And with all the other re-releases, wouldn't JVC's *Super Star Wars* series fit nicely on a GBA cart?

Kingsley Singleton

So, should you buy it?



GRAPHICS

8

Authentic and well animated, but lacking the vintage charm of *Super Star Wars*.

SOUND

8

Classy samples and reworked music drop you right in the middle of the movies.

GAMEPLAY

6

A bit repetitive. There's no scoring system, just battling from one scene to another.

LIFE SPAN

6

Two-man dogfights are fun, but once the second Death Star goes up... what then?

VERDICT

> This is a nostalgia trip without the classic gameplay to match. No amount of cartoon Jawas running around screaming "oootaneel!" can stop you seeing that. That 2D cartoon rancor DOES look pretty sweet though... Err, give it 92%! Aaargh, no! Someone stop me quick!

Nintendo®
OFFICIAL MAGAZINE UK SAYS...

"FLAWED WARS"

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

72%



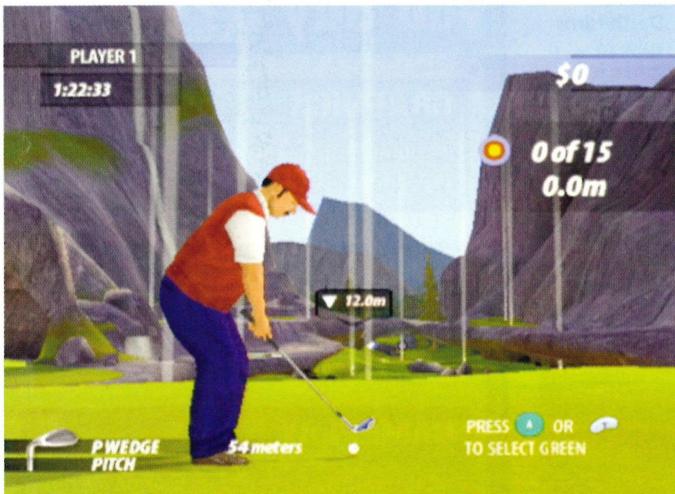
Game info

Price: £39.99
Publisher: Electronic Arts
Web: www.eagames.com
Players: 1-4
Memory: 51 blocks

OUT
SEPT 24

The crowd falls deathly silent as you prepare to make a 22-yard putt, the longest of the day. All you can hear is a blood-thumping heartbeat. You hit the ball crisply, sending it on its way towards the hole, it looks like it's going wide, but at the last minute it swerves in. You punch the air in victory and your golfer begins to... break dance? Welcome to the world of *Tiger Woods* golf.

Around this time of year there are some things that remain constant. The leaves fall as Autumn approaches, the nights become darker, a bitter chill enters the air and you can bet your life there'll be another PGA game. But, with the series now three years old even on



■ Is that Mario, or some fat loser from the Nebraska Fried Chicken place?

Tiger Woods PGA Tour Golf 2005

They say golf is a good walk spoiled, but is the latest *Tiger* a good game spoiled?

GameCube, is it still any good?

First of all there should be an admission, this reviewer had never played the *Tiger Woods* series before, instead sticking to the realms of *Mario Golf*. It was Chain Chomps and Donkey Kong instead of specialised clubs and real-life golfers any day. The analogue method of perfecting your swing with the control stick was all new to me. In my house, the A and B buttons rule supreme.

Consequently it was incredibly frustrating. My shots

were extremely weak and would spiral into the bunker or the rough. No gliding down fairways here. For those of you not used to this control method it can be hard to get used to at first. But persevere, because when you master the style and hit a ball straight down the fairway, it's a million times more gratifying than a good shot in *Mario Golf*.

The main thing *Tiger Woods* does well is make the game of golf exciting, something you probably wouldn't expect if you've ever taken a trip to your local pitch and putt. When you're about to hit a shot that'll win the match, the sound of your golfer's heartbeat will boom out of the TV. If you whack a sweet shot, the camera switches to slow motion, emphasising just how bloody fantastic it was. I know it's been done before in the



series, but it doesn't stop it being any less brilliant.

The one aspect you won't have seen before is the Tiger Proofing feature. This means putting barbed wire around the course, arming your golfer with a revolver and stalking golfing jungles to take out lone feline predators with your golfer shouting "Who's extinct now biyatch!?" Or maybe not. If you've watched golf before (in which case we're really sorry) you may have heard commentators talking about Tiger-proofing courses.

This means making them harder for pros by having narrower fairways, bunkers that look like Brighton beach and greens faster than a Formula One car. The feature means that after earning Legend Points by playing matches, you can then

"Even if you've got all the other PGA games there's just enough options to justify another £40."

Mario meet Tiger...

Can you really make any face on *Tiger Woods*? Even Mario?

■ Apparently you can make your golfer look exactly as you want. To test this claim Rob spent days, when he should have been writing for the mag, slowly developing and

perfecting these dodgy likenesses of *Mario Golf* characters. It was his way of coming to terms with something scary and new.

We know they're crap, you know they're

crap, but he thinks they're incredible. At least humour him by looking at them. Then just forget you ever saw them – lest you have nightmares.



7/10. For non-NOM readers it's just some bloke from Pizza Express



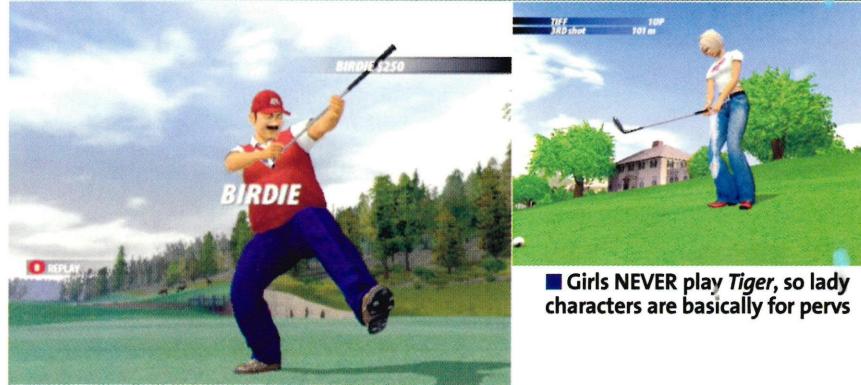
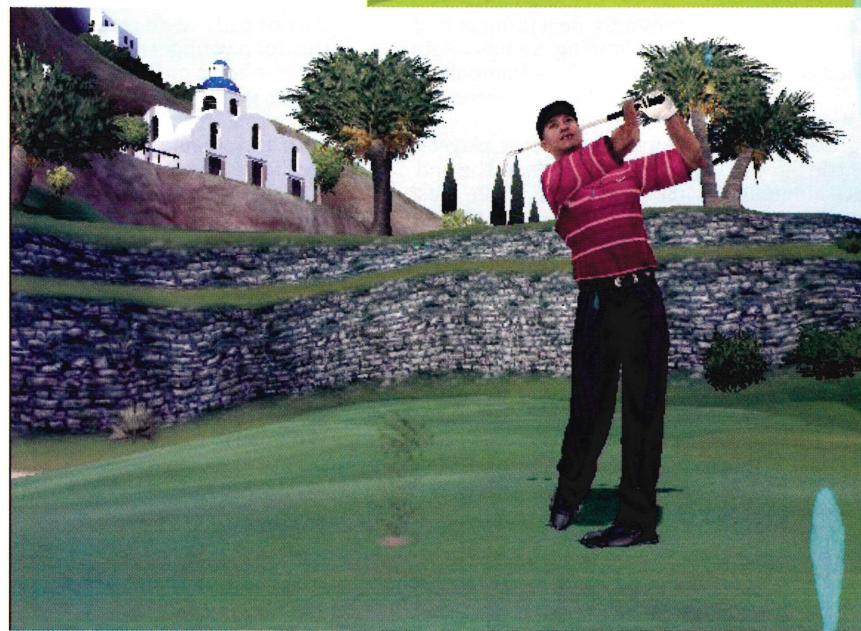
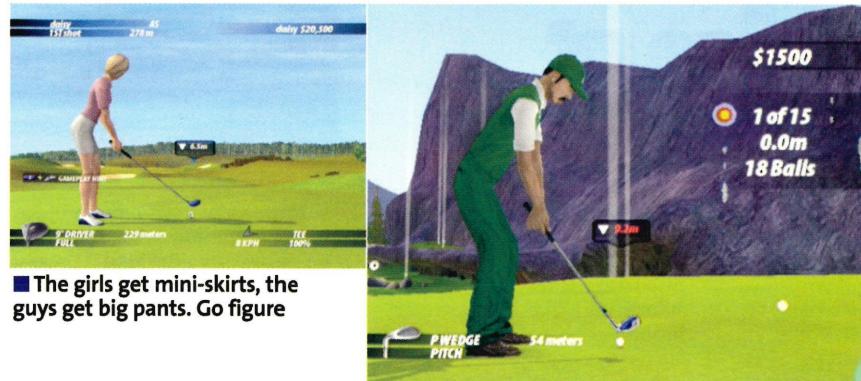
2/10. Well, to be honest, it's Peach's mum, isn't it?



8/10. Thin. Moustache. Green cap. This is getting pretty close...



9/10. But here's the winner – all he needs is a backwards 'L'!



customise any of the courses available to challenge yourself and the pros.

In theory you could have the 14th hole at St Andrews with no fairway whatsoever and rough that buries your golfer, never mind the ball. It's your choice whether you want to make a tough, true-to-life course or just put a load of dollar signs on the fairway.

Customisation is the biggest appeal in *Tiger Woods*, with so many options it's almost dizzying. The GameFace system, which was introduced last year and lets you create your golfer's face, has been improved tenfold. You can now add

freckles, wrinkles, liver spots... the list goes on. It means you can create any bizarre face you want – even Tim's!

Tiger Woods 2005 is the best yet. If you haven't played the series before, then it's really a must. It says something if a Mario Golf fan like me can forget that Peach's Invitational ever existed and worry more about my caddy's advice. Even if you've got all the PGA games before this there are just about enough options to justify another £40. Our only wish is for a proper

19th hole bar and drinks that spilled out of your GameCube. Perhaps we should write to EA? **Rob Burman**



So, should you buy it?



Yes if...

You dream about fairways and greens, or don't own any other *Tiger Woods* game.

No if...

You don't fancy spending another £40 for a few updates and additions.

You'll love it if you like...

Plus fores, Pringle sweaters, designing faces and courses. Oh, and golf.

GRAPHICS 8

Not a great progression, but still crisper than the crispiest crisp ever imagined.

SOUND 7

The heartbeat and cheers are good, but those commentators get annoying.

GAMEPLAY 9

A brilliant golfing sim and arcade-style fun at the same time.

LIFE SPAN 8

There's a ton of stuff to customise and all that equipment to unlock.

VERDICT

It was never going to be a massive departure from the previous games, but it's almost certainly the best yet. We'd score it higher, but ultimately it's an evolution rather than a revolution.



BEST BIT: Hitting perfect shot after perfect shot doesn't get boring.



WORST BIT: Hitting a bunker and hearing the commentator laugh.

SECOND OPINION

Rob couldn't do the *Tiger* swing system, but it's the closest thing to real golf and it rules. Get back to battling Chomps staff writer, *Tiger's* still got bite. **Tim Street**

Nintendo[®]

OFFICIAL MAGAZINE UK SAYS...

"ABOVE PAR"

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

90%



Ribbit King

Not cute enough to rule the swingers.

We know what you're thinking, but *Ribbit King* isn't just about beating frogs with a hammer to make them go in a hole. It is actually the tragic and hilarious story of Scooter, a young construction worker from the planet Hippitron. His planet is in danger, so he sets out with his little friend Picwick (who's a picnic basket) to play Frolf. Playing Frolf saves his planet. No, we don't know why.

But *Ribbit King* is also the tragic and hilarious story of a poor little game that had everything. Everything, but the one thing it always wanted –

gameplay. As soon as you complete the first hole you've seen basically everything the game has to offer. If you thought *Mario Golf's* clicky golf-swing bar was simple, you should see *Ribbit King's*.

All you have to do is stop the bar once with the A button and the frog goes exactly where the guide-rainbow says he will.

Well, perhaps not exactly, because he's a frog. So after he lands, he jumps a little bit further. If you smack him really good, he jumps very far at the end, which is stupid because it's like the game's penalising you for being good at it. But

anyway, getting a perfect shot in the hole is only a little part of *Ribbit King*. What's more important is hitting all the "gimmicks" that are scattered around each and every crazy cartoon course.

After the frog lands, if he sees a fly, he'll jump at it. If after landing, he hits another gimmick, like a trampoline or a conveyor belt, he keeps going. Every gimmick you hit earns you points and the player with the most points at the end wins the round. There are a bunch of items you can use, and you can unlock new, powerful frogs, but it's far too easy to win without them.

Game info

Price: £19.99
Publisher: Atari
Web: www.ribbitking.com
Players: 1-4
Memory: 4 blocks



We showed this to a few guys who work on golf mags. Some of them were really upset



If you like it, say: "Ribbit King exudes far-eastern charm." If you don't, say: "Dude this looks pretty damn stupid."

And that's pretty much it as far as gameplay goes, so don't go expecting anything particularly brilliant or difficult. Ten years ago this would've been truly awesome, but this isn't ten years ago, this is now. It's just too simple. But it's not bad – we'd recommend this for a younger sibling or a game-phobic parent.

This goes double for the sometimes funny, always bizarre story line sequences, as well as the bonus disc full of unlockable movies – they're entertaining for those of all ages, as long as you like weird Japanese humour.

Chris Kohler



So, should you buy it?

GRAPHICS

7

Not mind-blowing, but the characters are funny and the colours bright.

SOUND

8

The goofy voice acting fits the mood and the music is seldom irritating.

GAMEPLAY

6

It's not bad – what there is of it. Hit the frog and wait to see what happens.

LIFE SPAN

4

That kind of depends on how much your friends like the multiplayer mode.

VERDICT

We wish we could tell you flat-out not to buy *Ribbit King*, but it's not that easy. Younger players who are frustrated by *Mario Golf* might love it and fans of wacky Japanese animation will enjoy the many story sequences, especially for the bargain price of 20 sheets.

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"FROG SLOG"

66%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Game info

Price: £29.99
Publisher: Vivendi Universal
Web: www.vugames-europe.com
Players: 1
Memory: Password

OUT NOW

Thunderbirds

5... 4... 3... 2... 1... Thunderbir... yep, bored already.

If you're one of the few people who has seen the truly awful film then playing this will fondly remind you of scenes when Alan Tracy has to push crates around, find keys and jump over pits. Oh wait a minute, that didn't happen in the film, because it would have been boring and, guess what, it's boring here, too.

First things first, who in the world built the house the Tracy family live in? A masochist with a love for danger? To get around the place you have to dodge flaming pipes, press all manner of door switches and generally put Alan in all sorts of mortal danger. Couldn't they have just

installed a stair lift or something to get about the house?

We know *Thunderbirds* is based on an action movie, but there is just no way this kind of thing would be in the Tracy mansion. The architect must have thought "Okay, we'll put the sofa there, a television room in here... and a bottomless pit and roaring flames just over here."

You play as three characters, Alan, Fermat and Tin Tin. Each has unique abilities, such as using telepathic powers to move objects, rolling into air vents and, incredibly, being able to push things. Wow! Imagine that! Being able to move a box around! You could work in a

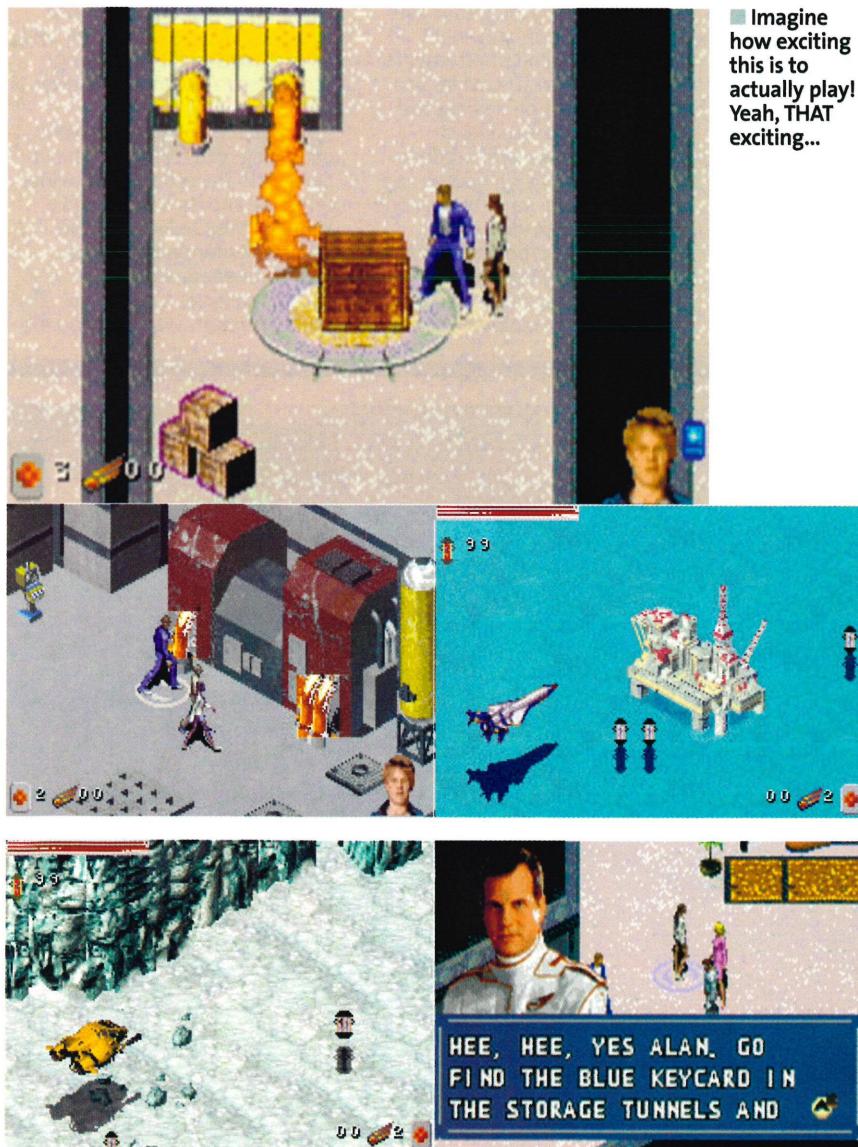
stockroom or a shoe shop or anything! It's not a new idea to have three characters with their own abilities, but it's the fact you must use them over and over again to get through the startlingly similar levels that's even harder to swallow. Not only are all the levels pretty much the same, there are only nine of them! Even if you were playing this in a sack you could finish it in a couple of hours. It's certainly not worth £30.

Surely the flying levels where you get to control one of the Thunderbirds fleet, like a huge rocket or a submarine, are cool? Wrong! These are slightly more terrible than the generic running

around opening doors levels. For a start you have to try and dodge birds! If you don't then Tin Tin gets a bit shirty with you and has a go. For crying out loud you're piloting a rocket! Wouldn't the birds be doing their best to get out of your way in the first place? The missions, where you extinguish the flames on burning oil rigs and shops, range from dull to beyond boring.

The old *Thunderbirds* television series with creaky old puppets that your dad used to watch was cool in a bad kind of way. But the *Thunderbirds* game is just bad in a bad kind of way. *Thunderbirds* are definitely not go!

Rob Burman



Pilot a blocky mess through the crapness

Bill Paxton sinks to an all-time low

So, should you buy it?



GRAPHICS

5

The levels look almost exactly the same and the characters are pretty dodgy, too.

SOUND

5

The same background music plays over and over again, destroying your brain.

GAMEPLAY

4

Much like the music, it's the same thing over and over again.

LIFE SPAN

2

Even the baby brothers this game is meant for will finish it in next to no time.

VERDICT

The film was totally appalling, but at least the game is somewhere approaching average. That's no accolade, of course. There's nothing new here for gamers or even fans of the wobbly TV show, it's all been done before and a lot better in most cases. Oh Lord, why do they keep sending us this filth?

Nintendo®
OFFICIAL MAGAZINE UK SAYS...

"THUNDERBALLS"

40%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



Game info

Price: £39.99
Publisher: Atari
Web: www.uk.atari.com
Players: 1-2
Memory: 4 blocks

OUT
NOW

> *Terminator 3?* We've already had this one, you may say, flicking through your back issues of *NOM*. Ah, but that one was called *Rise of the Machines* and this is *Redemption*. See, different title. Is it still the same story, though? Well, yes, with a few knobs and whistles. Is it just as crap, though? The short answer: no!

Kicking off with a cinematic intro, the naked Terminator chick (the T-X) kicks seven bells out of the Resistance and jumps back in time to kill John Conner before J-Day, so they grab one of the Arnie models to go and stop her. That's you.

After getting shot and frazzled, you're captured and taught not to kill humans. They throw you a big gun, boot you out of the door and there's only one way to go; through Skynet's finest. You point your muzzle at the metal beast in the sky and unleash a ribbon of lead into its belly, trying not to get hit yourself, and then you're thrown into the game proper. The shiny



cyborgs march at you relentlessly, braving your onslaught of firepower, exploding because they're WEAK, and if they dare to get too close then you can stomp them into sheets of tinfoil.

Subtlety and stealth is not a big part of this game.

Playing to its strengths of outright carnage, you can steal weapons off the rampaging machines and have two guns firing AT THE SAME TIME.

Tape down those shoulder buttons and watch every metal monster fall before your shotgun/machine-gun combo. There's no advantage in NOT doing it, as ammo is essentially unlimited, meaning you can unleash hell at will.

The on-foot sections are a bit repetitive, though, and it's not long before you come to the meat of the game; the shooting whilst driving bit, which is insanely fun, if not for amateurs.

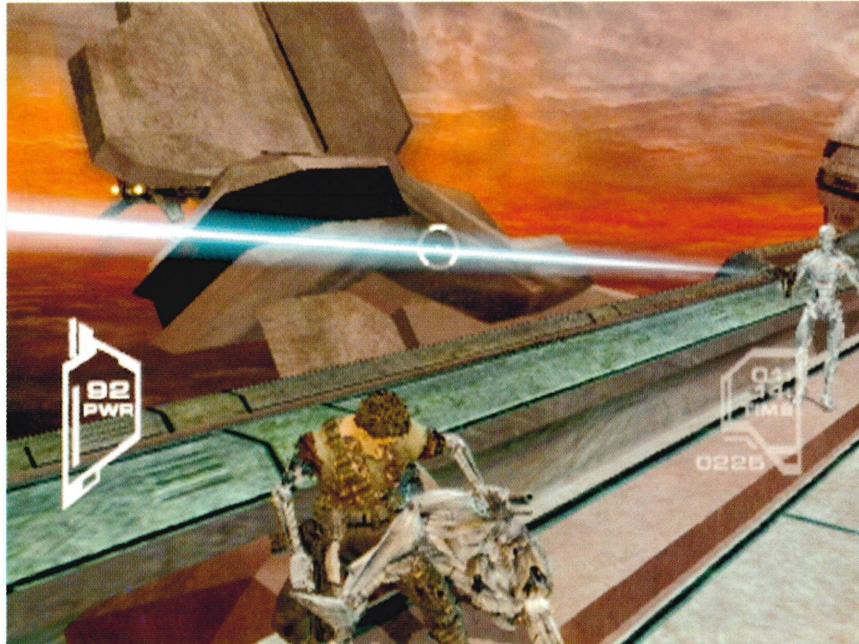
After realising that you can't drive, shoot and skid at the same time unless you grow another thumb, you unleash your rifle and start tearing around post-apocalyptic LA, kicking robots from your vehicle and destroying pretty much anything that gets in your way. Soon, you shoot down a flying pod thing, engine by engine. Then, just when you think you must be nearing the level's end, you leap into a chopper and use a mini-gun to take out more flying nasties and a huge cannon. All of this is done without a single save point.

The title *Redemption* is odd, because this IS *Rise of the Machines* – there's even about ten minutes of footage from the

movie in there somewhere – but you soon realise that the title is an in-joke. After the previously limp *Terminator* games, this is better stuff. The shift to a third person view allows more than just staring at the back of Arnie's head – you actually get to interact with your surroundings. The driving and shooting levels move at breakneck speed and would be tricky enough if they were just a race. Add the complication of having to aim and shoot at the same time, and all of a sudden that targeting scope doesn't seem so big after all – you WILL swear. A lot.

The hand-to-hand combat is satisfying; you feel Arnie's head crash into the cyborgs and wince when he shoves a metal spike through their bellies, but the game goes for quantity over quality of enemies and the future levels get a bit samey. The wussy humans won't let you hit

"Don't kill the police they say - what are you? My mother!?"





■ Driving and shooting is harder than it looks – except for rappers



■ Third-person Arnold lays down the hot-lead deathray of destruction (some bullets)

"Ammo is essentially unlimited, meaning you can unleash Hell at will."

them, either. "Don't kill the police", they say; "what are you? my mother?!"

Your regular cannon fodder in the present-day levels are possessed vehicles and the TX, who's the Most Annoying Recurring Character since Resi's Nemesis, and just as hard to kill. You'll smash her into trucks, set her on fire, drill her with more lead than a billion pencils, and she'll barely break stride. It's hard to imagine how a game with essentially one bad gal could be challenging, but it kind of works. You do get a chance to smack some more cyborgs in a much-needed deviation from the film, but it's a game of driving and shooting for the most part.

Even the final battle, when you get to it, is disappointing; if you so much as brush

against the TX she sends you flying. You already know from smashing the lesser robots that you can throw, stomp, headbutt and generally mutilate, and it would've been nice if you could use those moves against a single meaty opponent. There's also a mindless FPS on rails co-op mode which is insanely tough on your own and only slightly better with two.

There's no question this is a huge improvement on *Rise of the Machines*. You get dragged into the race for humanity's survival and it's a far more immersive experience than before, but, it still lacks variety and the hand-to-hand combat isn't used to its fullest. The carnage will appeal to fans of the films and genre, but will tend to be sniffed at by purists. *Jon Argles*

Rose-tinted visions

You see what Arnie sees. No, not the inside of some sweaty gym...

■ One of the most memorable gimmicks of the *Terminator* series is the cyborg's scanning vision, used to identify targets and their weaknesses, and to find trousers that fit your big metal ass.

In *T3: The Redemption*, you start with it broken, but by killing things and completing objectives you can earn terabytes, which are used to purchase longer duration, greater range and faster recharge. With the scan vision, your attacks do more damage and the minions of Skynet cower before your might!



Real cameras stuffed inside Arnie's brain hole gave these impressive results

So, should you buy it?



Yes if...

You live for the thrill of smashing things up and Arnie is your hero.

No if...

You like more of a challenge in your shooting; the targets are here are massive.

You'll love it if you like...

Driving and shooting at the same time, there's an awful lot of that.

GRAPHICS

8

FMV is smoothly integrated, although detail is sacrificed for speed in-game.

SOUND

7

Arnie's quips grate after five seconds, but the music's straight from the film.

GAMEPLAY

8

Speed, guns, explosions and blood-crazed robots; what's not to like?

LIFE SPAN

6

Dire multiplayer, but there are a few secrets and upgrades to be rooted out.

VERDICT

> A pretty decent white-knuckle, explosion-packed combination of wholesale destruction and manic driving, where stealth and strategy are dirty words. The future levels put it above the mediocre.



BEST BIT: Jumping onto moving vehicles; have some of that!



WORST BIT: The awful multiplayer mode. Better if they hadn't bothered.

SECOND OPINION

> Jumping from car to car and shooting at pedestrians is a pretty quiet night out for me. So this failed to impress. Maybe if it had a Wu-Tang soundtrack... *Mike Jackson*

Nintendo®
OFFICIAL MAGAZINE UK SAYS...

"MEAN MACHINES"

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76%

Scraping the barrel

Megaman Battle Network 4 Blue Moon / Red Sun

Publisher: Capcom
Release date: Out now
Price: £29.99
Players: 1-2
Game Save: Cart (1 slot)



We couldn't help but have a definite sense of déjà-vu when playing *Blue Moon*. It's almost as if there have been three other games almost exactly the same as this before. But surely that can't be the case... can it?

They should make poor old Megaman retire now because he must be getting on a bit, or rename him as Megapensioner. For starters he's now been in four, yes four, different versions of the *Battle Network* series alone and each one has yet to make any massive leaps from the original.

The thing is they're not bad games and are pretty decent to play, straying away from the traditional shoot-'em-up style of the *Megaman* games to offer a virtual reality RPG. But the fact that there have now been four of these games, with the last couple having two different versions, is basically just taking the mickey.

If you've played the other versions there's really not much incentive to fork out £30 on this one. Although there is a new addition called Dark Chips (evil moves that turn Megaman bad). But you'd probably be better off just picking up an older version of *Battle Network* for roughly half the price.



Nintendo
OFFICIAL MAGAZINE UK SAYS...
"NOT AGAIN"

62%

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Home on the Range

Publisher: Disney Interactive
Release date: Out now
Price: £29.99
Players: 1
Game Save: Password



Ask yourself why you bought your GBA. Was it to play as cool characters like Samus and to take on tricky platform challenges with Mario? Or was it to play as a boxing horse and a grumpy goat?

There's nothing really horrendously wrong with *Home on the Range*, it's just that there are so many better games for your GBA that are worthy of 30 quid. It's a platform game primarily, mixed with fighting and racing segments. The fighting bits are pretty boring, hordes of samey looking bandits shuffle onto the screen to take on Buck The Horse. You then hammer B until they are knocked out. Yeah, he can also do power slams and kick bad guys, but they're not really necessary.

The goat levels, in which you collect tin cans and jump over things, are also a pedestrian affair and lack the challenge of a decent platform game. We completed the single-player mode in no time at all and were left feeling fairly dissatisfied with the whole thing. It was like buying a Kinder Egg and discovering that there's no toy inside.

Ultimately, *Home on the Range* wreaks of mediocrity and should be avoided unless you're a massive fan of farmyard animals.



Yu-Gi-Oh! Reshef of Destruction

Publisher: Konami
Release date: Out now
Price: £29.99
Players: 1-2
Game Save: Cart (1 slot)



It's a game you're either going to absolutely love – and *Yu-Gi-Oh!* fans are probably wetting themselves at the prospect of another card duelling game – or despise. But either way it's almost a dead cert that it will go to the top of the GBA charts.

There have been countless *Yu-Gi-Oh!* games on the GBA and each one caters purely for fans of the cards or cartoons. For newcomers it's an impenetrable mess of strange characters and weird names. If you've never even heard of *Yu-Gi-Oh!* then it's unlikely you'll get this at all. There's not even a tutorial mode that could ease new players into the unfathomable depths of battling monsters locked in cards or help experienced players make the move from previous *Yu-Gi-Oh!* games.

Unlike other *Yu-Gi-Oh!* titles there's a plot, but it just provides an excuse to duel progressively more obscure opponents with cards you don't really understand. For those already obsessed with *Yu-Gi-Oh!* this is probably the best yet and we know you'll buy it no matter what we say. But for those of you who have never played it before, halve the score and avoid it like the plague.



Weren't the three of you taking the Duel Express?

Nintendo
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"MANURE"

50%

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OFFICIAL MAGAZINE UK SAYS...
"YU-GI-OH NO!"

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Games Without... Consoles

Joysticks full of classic games that you plug into your TV. Is it worth it?

What you're looking at here is a bunch of TV games. They aren't funky new GameCube controllers, you plug these bad boys straight into your TV. The games, some of which are classic Nintendo games like Tetris, are INSIDE the controller, which is some kind of witchcraft we dare not get too deeply involved in.

Each unit recalls a classic gaming period in a brilliantly convenient format. You might not want to drag your console round to grandma's to stave off the boredom, but a battery powered miniature version is a different matter. So would a GBA SP be, but let's give that a rest for this pretend trip, okay? So NOM went hands-on to see if they're classics, or just a load of retro rubbish.



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Space Invaders Legends

Six games that tell the true story about deepest space. Moon made of cheese? You wish.

The joystick looks cool, but is pretty uncomfortable. There are five games here, *Space Invaders* being the most famous. It may be one of the fathers of video games as we know them, but we got bored with it pretty quickly. We don't remember the aliens being as spaced out as they are here either.

Lunar Rescue has you rescuing humans through a field of asteroids and UFOs, *Colony 7* is a pretty enjoyable *Missile Command* clone, and shooter *Phoenix* is notable for having a sweet UFO boss stage. Neat puzzler *Qix* rounds off the package, with you painting the screen and avoiding a spinning stick.

MIKE SAYS: *Space Invaders* here is rubbish compared to the original. The ONLY half-decent game on here is *Phoenix*. And I've seen better graphics on *Catchphrase*, thanks all the same.

DEAN SAYS: I don't like the stick at all and *Space Invaders* is a bit crap. *Qix* and *Phoenix* are okay though. I love the noises all of these games make. They soothe me like I'm in a giant womb.



Phoenix: it's really not rubbish. How dare you think it?

PRODUCT RATING



Dig-Dug: you dig, therefore you have dug. Clever

Namco Classics 1

Reality? Pah. Give us RANDOM. A yellow guy with ghosts in a maze. Inflating underground dragons. That sort of thing.

The controller feels nice in your hand, but the stick only travels in four directions. That's fine when you're playing the slightly sluggish *Pac-Man*, but it feels quite cheap when playing the fun *Pac-Man-but-with-cars Rally X*.

Bosconian is a shooter that lets you fly all over the screen AND shoot out of your ass, and *Galaxians* is basically *Space Invaders* with no shields and enemies that dive at you. If you like being underground, inflating dragons and weird puffy red and white guys, *Dig-Dug* will seem like heaven. We like *Dig-Dug* because it's stupidly weird for no reason other than it's a game.

MIKE SAYS: Dean is right about *Pac-Man* – I respect the little yellow chomper. He's cool. But why's *Dig-Dug* good? It isn't. It's pointless. And annoying. It's *Pac-Man* only for me.

DEAN SAYS: Everyone should have *Pac-Man*. *Pac-Man* is the don. You could get it on GBA, or you could play it here and have the bonuses of *Dig-Dug* and *Rally X*. The other games are crap though.

PRODUCT RATING



Atari 10-in-1

OMG TEH BARGIN! Ten games for the price of one. Graphics and sound sold separately. Haw, haw.

The stick looks brilliant, an almost exact replica of the original Atari joysticks from the early 1980s. It's stiff as hell and makes your hand spasm and cry, just as the originals did. The problem is the age of the games. This is proof that 20 years ago, games were garbage.

In *Adventure*, you play as a DOT going through a maze. *Breakout* and *Pong* are okay, but the original versions used sexy analogue 'paddle' controllers. The graphics are so bad you barely recognise *Missile Command* and *Asteroids*. We remember *Yars Revenge* has some sort of rainbow on the screen. And a fly.

MIKE SAYS: Are these games? I've seen cow dung that's better looking. What's wrong with the control stick? I thought it was broken at first. How could anyone have ever liked this?

DEAN SAYS: I loved my old Atari. I used to play *Pac-Man* for ten hours solid when I was about eight. This didn't so much bring back good memories, as wipe its digital arse on past.



Centipede: the good old days weren't always good

PRODUCT RATING



WIN THE COOL ONES

Thanks to our friends at Firebox.com, you could scoop the two top-rated TV games. You don't want the Atari one. Hell no. Your Dad might think he does, but he doesn't.

Tetris



Tetris: the Russian Mafia steals every fifth block

Name two Russian video games. Go on, try. No, *Cossack Vodka Adventure* doesn't exist. Try again.

■ Look at the funky pads with their twist action! They're going to make for the best *Tetris* experience ever, surely! *Tetris* grandmaster Dean Scott wobbled one of the imprecise sticks and realised immediately that, in the firestorm of level 20 with blocks firing down like bullets, this wasn't going to work at all.

There are four variants of *Tetris* on offer, but the awful controls kill them all. Even on level one with the blocks falling in slow motion, you give yourself RSI just trying to get them to drop in the right place. Playing this is like trying to butter some toast with a hammer.

MIKE SAYS: Embarrassing. These block-looking things take the 'control' out of 'controller' and manage to turn one of the most addictive games ever into a total mess. The GB version's tons better.

DEAN SAYS: Radica UK should be put in prison for this. Apart from the rotation action on the stick to spin the blocks, it's an absolute abortion. They even managed to mess the music up.

PRODUCT RATING



Namco Classics 2

At the second attempt, Namco included some ACTUAL classics and a kick-ass twisty joystick.

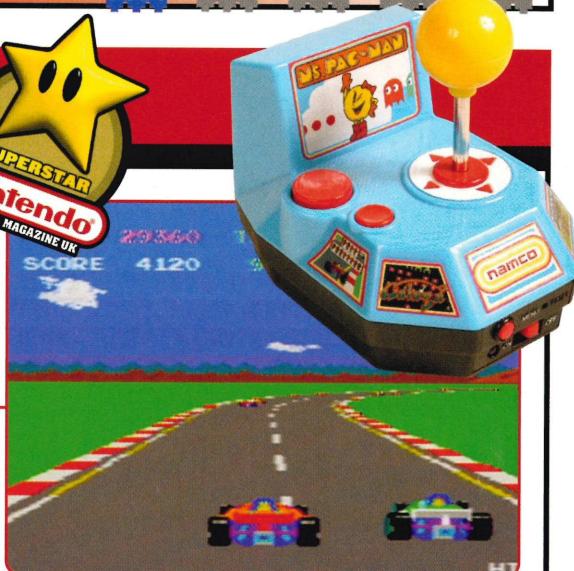
■ In *Ms Pac-Man* the ghosts are faster and more aggressive. And thanks to advances in graphics, the fruit MOVES. Holy God. The four other games on here are little gems as well. *Galaga* is notable among *Space Invaders* clones for a) actually being playable and b) actually being good. We like *Galaga*.

Pole Position is quick and you actually twist the stick to steer. It's weird, but ace. The car bursts into flames if you as much as brush another F1 car, so don't do that. The *Xevious* here is FAR superior to the NES Classics version and the bizarre elephant crime caper *Mappy* is oddly enjoyable.

MIKE SAYS: It's surprisingly comfy in the hand – for a joystick. And as classic games go, these aren't all that bad. Although the guns in *Xevious* are crud and *Mappy* makes my head hurt.

DEAN SAYS: The pick of the bunch, out sexing even the mini-Mega Drive. There's nothing duff on here, the stick moves nicely and the twisty *Pole Position* steering makes me smile.

PRODUCT RATING



PP: Those mountains aren't small, they're very far away

Sega Mega Drive 6-in-1

You wouldn't see a Super NES doing this, oh no.

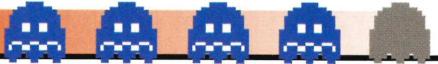
■ Not only is the controller styled after the Mega Drive original, the power button is shaped like a little Mega Drive. Then you switch it on, and there's the original *Sonic the Hedgehog* game. A bit slower than before, but still great.

"RISE FROM YOUR GRAVE" screams *Altered Beast* in a badly-digitised voice. It's classic stuff, but the punch and walk gameplay is a bit lame, even when you turn into the wolf. *Dr Robotnik's Mean Bean Machine* is classic *Puyo Puyo*-style action, *Flicky* is some weird game about collecting birds and *Golden Axe* is basically pointless in one player. *Kid Chameleon*? A platformer nobody loves.

MIKE SAYS: Joysticks are for geeks. D-pads rule. *Sonic* is still cool, but nowhere near as cool as the GBA games. *Mean Bean Machine* is alright, but I think *Altered Beast* is awful.

DEAN SAYS: *Sonic* is still a blast and another game everyone should complete at least once. If *Puyo* is wrong, we don't wanna be right. The speech in *Altered Beast* is ace at least.

PRODUCT RATING



Q: How do you tell Pac-Man and Ms. Pac-Man apart?

B) Ms Pac-Man has a red ribbon on her head. **C)** Ms Pac-Man reads *Heat* magazine.
ANSWERS ON A POSTCARD TO THE USUAL ADDRESS, MARKED 'RETRO COMPETITION'

A) Ms Pac-Man can't drive the Pac-Car.

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We show you the best routes around nightmare situations that would make even the meanest member of the SAS cry like a small child.

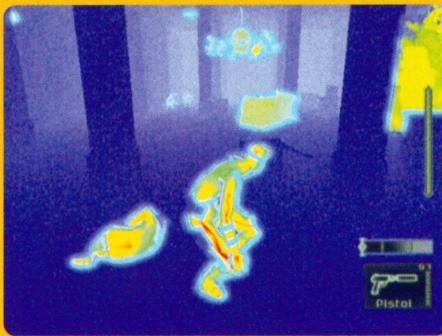
LEVEL 1 It's a knockout

■ CHECKPOINT... 9

■ DESCRIPTION... A room with a large glowing fire and three guards

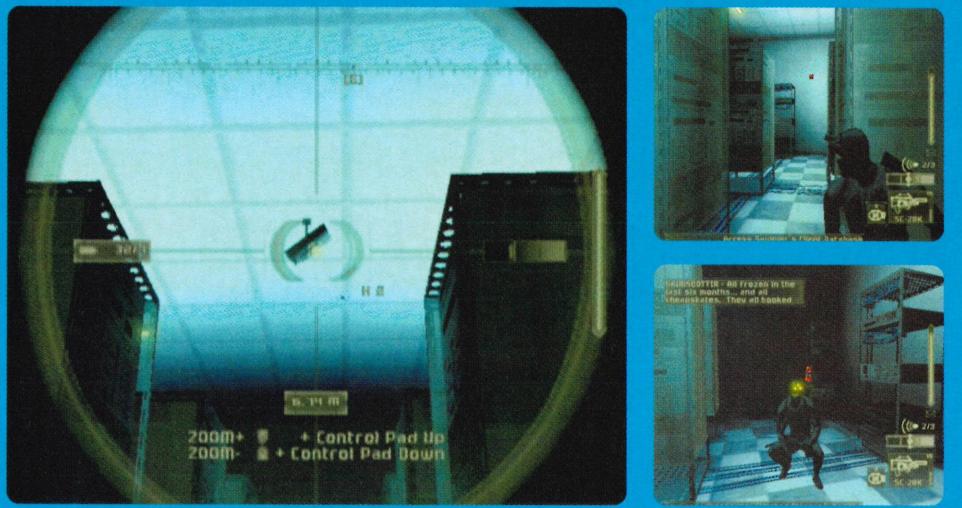
■ WHAT'S SO HARD... You're not allowed to kill the guards

■ HOW TO GET PAST... Creep down the stairs and wait for a guard to pass. Whistle to alert him and, when he approaches, circle knock him out and hide his body. Get a bottle off the bar and fling it at the other guards. One will investigate. Knock him out and whistle at the final guard. When he comes over, knock him out, too.



LEVEL 2 Pain in the mainframe

CHECKPOINT... 5
DESCRIPTION... Access the main frame terminal
WHAT'S SO HARD... The computer you need to hack into is in a room patrolled by guards and watched by cameras
HOW TO GET PAST... Shoot out the lights in the hallway outside the mainframe room. Open the right door into the mainframe room. Shoot the camera on the ceiling in the middle then the one on the right wall. If a guard gets suspicious hide outside. If he comes out cap him in the head. From the doorway shoot the camera on the left. Move into the room and shoot the lights and the cameras on the far side. Now all you need to do is creep over to the red computer in the corner.



LEVEL 4 Ruin the terrorists

CHECKPOINT... 12
DESCRIPTION... Sam must infiltrate the underground ruins and kill a horde of terrorists
WHAT'S SO HARD... Multiple enemies and turret guns
HOW TO GET PAST... When the lift stops sneak out and knock down the guard who walks past. Follow the walkway to the bottom of the steps. When a patrolling guard walks past shoot him in the back of the head. Follow the walkway then climb the pipe to get

over the door. Shoot the nearest light and when a guard comes to look knock him out. Creep along the left side. The turret will ignore you if you go very slowly.

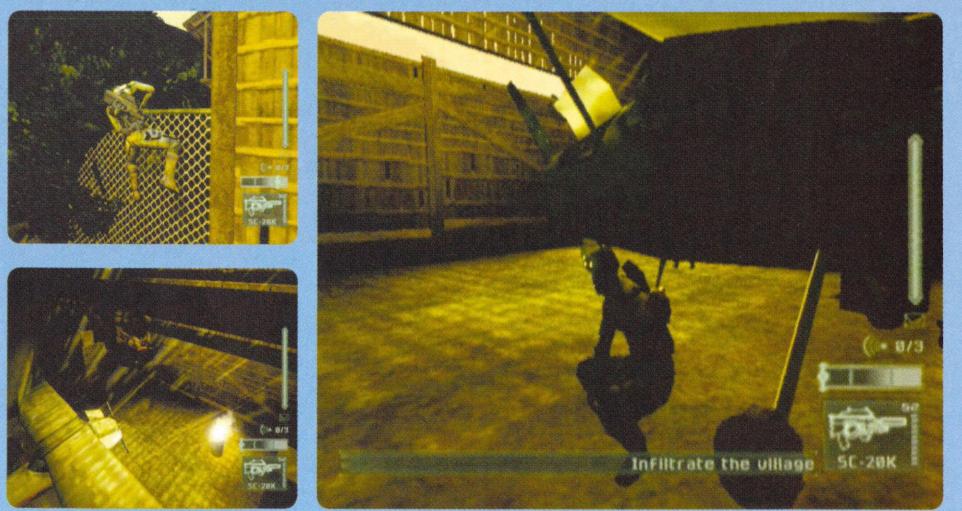
Creep behind the guard in the cage and knock him out then snipe the second guard who appears. Follow the tunnel to the corner and snipe another guard at the end and, when his buddy appears to investigate, kill him too. Now enter the containment facility and grab the biological specimen.



LEVEL 5 Silent but violent

CHECKPOINT... 4
DESCRIPTION... Plant explosives on the plane
WHAT'S SO HARD... A small room with lots of guards and you must not be detected
HOW TO GET PAST... Instead of going through the obvious door on the side of the hut, climb over the metal fence to the left. Then climb the pipe to reach an upper door. Go to the fuse box near the corner and switch off all the lights in the hut.

Now use the pipe going across the ceiling and climb down to the other side. Use the shadow under the wing of the aircraft to get close to it and plant the explosive then creep out through the nearest door.



LEVEL 5 Trail of distraction

CHECKPOINT... 6

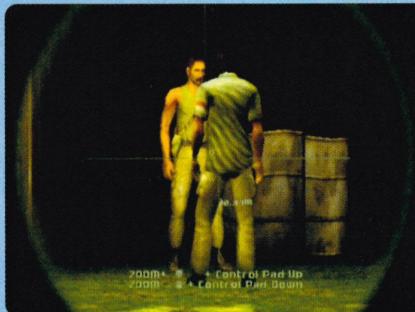
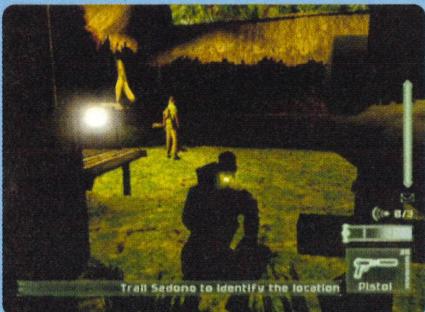
DESCRIPTION... Trail Sadono

WHAT'S SO HARD... You must follow Sadono through the enemy camp without raising any alerts

HOW TO GET PAST... Watch the first conversation then creep across to the other side and get below the steps. Go under the hut and wait on the other side. When the guard above walks away, sneak across the small yard. After Sadono leaves the next

area, snipe the remaining guard. Sneak up the steps in the house and drop out of the right window. Sneak along the fence after Sadono leaves, then lean against the wall to squeeze through the gap at the end. After Sadono leaves the next area shoot the light in the right-hand corner and climb the pipe next to it.

Snipe the light and guard on the balcony before crossing to the far side. From the gap on the right shoot a Sticky Cam onto the windscreens of the truck near the fire.



LEVEL 5 Dial 'S' for Subterfuge

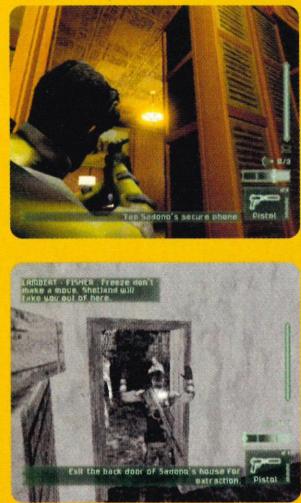
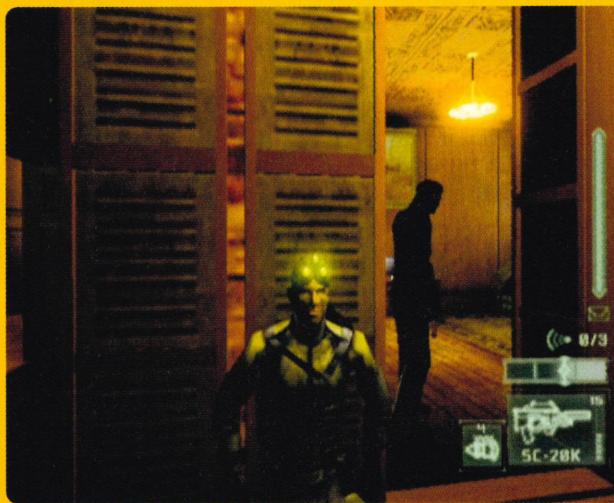
CHECKPOINT... 15

DESCRIPTION... Infiltrate the

house and listen to the phone call

WHAT'S SO HARD... Sadono is in the house. If you arouse the least bit of suspicion the mission is over

HOW TO GET PAST... Once inside, wait for Sadono to make three phone calls. When he leaves, shoot the camera over the door on the left and another in the far corner. Then shoot both lights. When it's dark, sneak in and use the computer. Quickly hide in the corner when Sadono returns. As he exits, follow him. When he's out of sight, shoot the light in the hallway. Open the door ahead. Enter the double doors and exit the compound. Don't move when told to freeze. When everyone is dead go to the extraction point.



LEVEL 6 Deep deep down

CHECKPOINT... 6

DESCRIPTION... Sneak

through the submarine and use

the computer

WHAT'S SO HARD... There are lots of guards and you're not allowed to kill them. The game automatically takes away all your non-lethal gadgets as well

HOW TO GET PAST... Hide in the alcove and wait until two men stop talking. When one walks past sneak in the direction he came from. Creep silently through the bunk room and drop down the hatch. Lean against the wall and do a SWAT Turn to get to the light switch on the other side. Flip the switch then sneak into the next room and through the exit. Pass through the next



door and hide in the corner of the control room.

When a man comes in, grab him, but do not knock him out. Move him to the retinal scanner in the next hall and force him to use it. Go inside, wait for the guard to leave, then knock out the remaining soldier to access the computer.



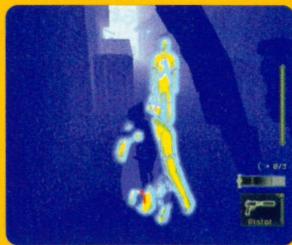
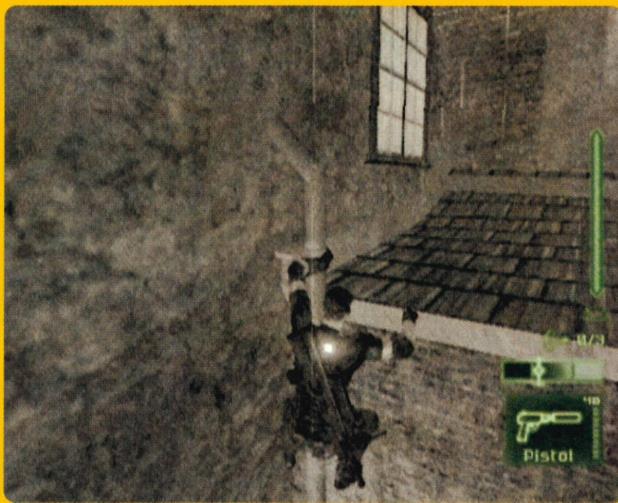
LEVEL 6 Sneak the streets

CHECKPOINT... 1

DESCRIPTION... Get through the streets of Jakarta

WHAT'S SO HARD... Creeping through the city streets undetected is almost impossible

HOW TO GET PAST... Sneak along the ground level and you're finished. Climb down and cross the street. In the corner is a lamppost to climb. Run along the roof to the middle and climb a pipe. Swing across the wire at the top. Move along the ledge then drop at the end. Climb onto the fan, slide down the pipe and drop to the street. Knock the guard out. Shoot the light and head into the alley. As the guards look away shoot the lights. Climb the ladder, cross the street on the wire and go up the fence to the door



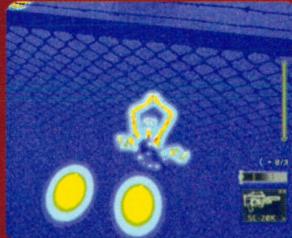
LEVEL 7 Dish out the pain

CHECKPOINT... 3

DESCRIPTION... The satellite dish yard

WHAT'S SO HARD... You need to avoid a searchlight, a sniper and lots of mines

HOW TO GET PAST... Move left of the first dish and snipe the guard in the middle tower. You are meant to pick your way through the minefield on the right while avoiding the spotlight but this is tricky. Instead wait for the spotlight on the left to move away then quickly climb the middle fence to get over the double row of mines. Once past the mines drop off and sprint to the wall avoiding the spotlight. When it goes past again dash towards the outer fence nearby and climb over the section without razor wire.



LEVEL 7 The Stealth Channel

CHECKPOINT... 8

DESCRIPTION... Grab Sadono from the TV studio

WHAT'S SO HARD... You need to get behind Sadono and grab him in a room full of guards

HOW TO GET PAST... The best way into the studio is to climb the pipe in the small cafeteria outside. Get into the vent at the top of the pipe. The vent will drop you into the back of the studio. Start moving forwards the second you land so you can

reach the darkness on the far side. When Sadono approaches the stand, whistle to attract his attention, then hide in the corner. When he walks over shoot him once in the body with a Ring Air-Foil round to stun him. Quickly run behind and grab him. Drag him back to the door under the vent. Don't turn your back on the guards or they'll shoot. Once in the corner, shoot the guards in the head then force Sadono to use the retinal scanner. Drag him outside to end the mission.



Pokémon FireRed & LeafGreen battle chart

Sometimes it's hard to remember which Pokémon Type is best against which. But not anymore thanks to this handy chart...

HOW TO...

Beat those Trainers' Pokémon into a red sticky mess!

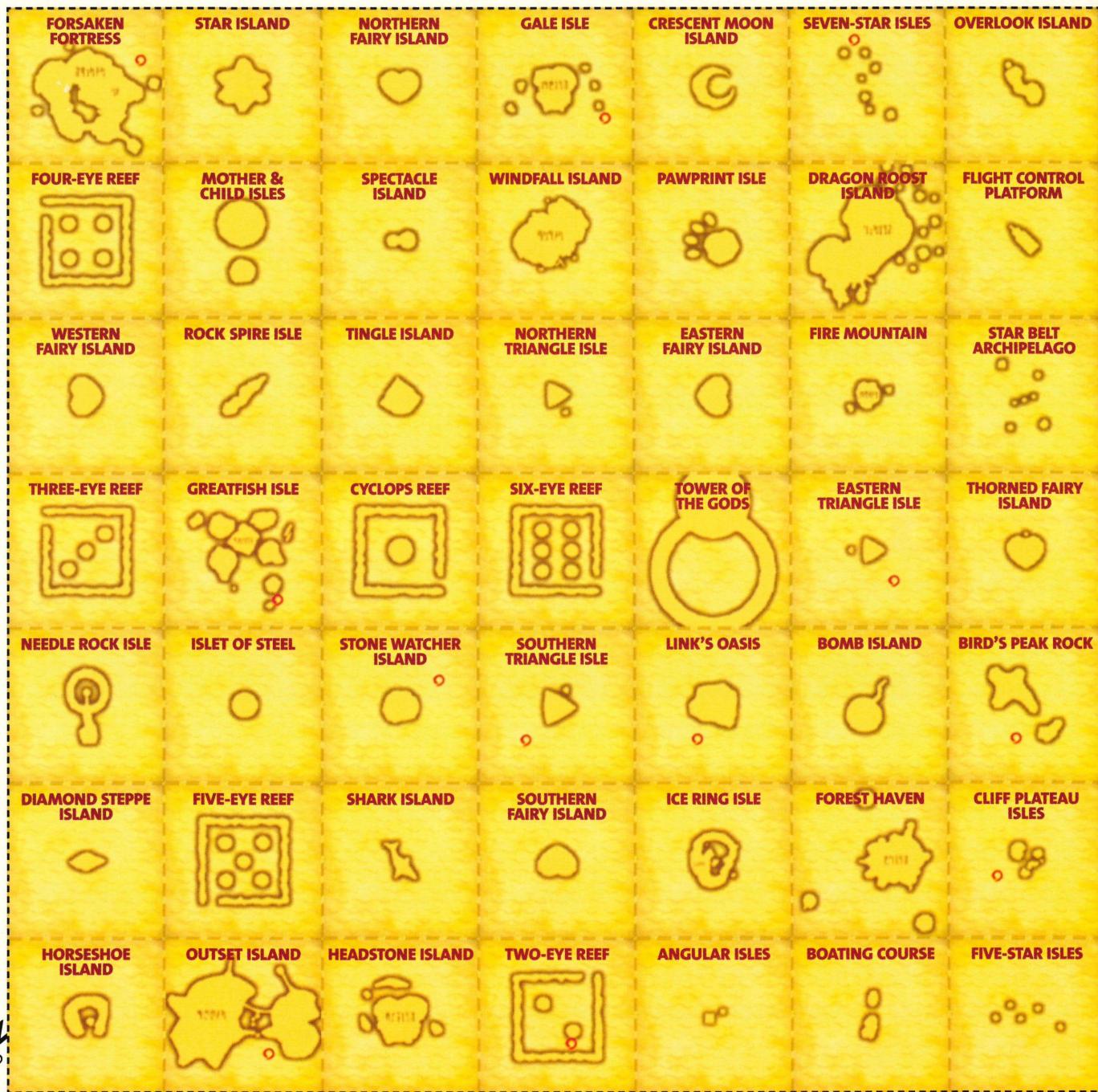
		RIVAL POKÉMON														
YOUR POKÉMON	VS	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
	NORMAL															
	FIRE															
	WATER															
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	BUG															
	ROCK															
	GHOST															
	DRAGON															

The Legend of Zelda: The Wind Waker map

It's easy to get lost on the open waves in *The Wind Waker*, unless of course you are the proud owner of **NOM's** cut-out-and-keep *Zelda* map. Just avoid Tingle Island, because he's a weirdo!

HOW TO...

Find all the dungeons, islands and secret locations in *The Wind Waker*.



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grabbing in no time, play NES games and get the SUPER RARE golden tools. To use

a code, visit Nook, speak about "other things" and select "enter password".

EFFECT...	PASSWORD...
30,000 Bells	WB2&pARAcnOwnUjMCK%hTk8JHyrt
100 Turnips	aPShDyYoeR685bafcAlkwRCmqj3
Balloon Fight (NES)	CbDahLBdaDh98d9ub8ExzKwu7Zl
Baseball (NES)	1n5%N%8JUjE5fjlEcGr4%ync5eUp
Clu Clu Land (NES)	Crm%h4BNRyu98d9uu8exzKwu7Zl
DK Jnr Math (NES)	bA5PC%8JUjE5fjljcGr4%ync5Eup
Donkey Kong (NES)	2n5@N%8JUjE5fjljcGr4%ync5EUp
Excitebike (NES)	3%Q4fhMTRByAY305yYAK9zNHxLd7
Golf (NES)	Crm%h4BNRbu98d9un8exzKwu7Zl
Wario's Woods (NES)	bA5PC%8JUjE5fjl1EcGr4%ync5eup
Golden Shovel	GkUFUvrg%PX6a3ZizGfw5dTZLQh
Golden Axe	4B2&p%eGcgI07NHZCS3hjkKJtlgh
Golden Net	kB2&S%excglC7SPoUdE2jkKJhygH
Golden Rod	Y%9FUKhrekPQ6a3M#4&f3bdAZLJf



Look at that sweet smile. You'd think that butter wouldn't melt. But where'd the Golden Spade come from, huh? HUH?!

FIRE EMBLEM

Win battles in a blaze of glory

We've spent countless hours weeping over our favourite *Fire Emblem* characters being sliced, diced and set on fire. Kingsley sobbed openly for

days when Erk took an arrow to the head. If you also suffer from warrior-based sadness, let *NOM* help you track down more army dudes.

UNLOCKABLE...	HOW...
Canas	Visit the village in Ch16x (Ch17x Hector)
Farina	Have her talk to you in Ch25 (Hector story mode). She will ask for 20,000 gold pieces for her services
Fiora	Talk to her with Florina in Ch18 (Ch19 Hector)
Geitz	Talk to him with Dart in Ch23 (Ch24 Hector) if all lords' levels equal 50 or higher
Guy	Talk to him with Matthew in Ch13
Harken	Talk to him with Eliwood, Hector or Isadora in Ch25 (Ch27 Hector) if all magic users' level gain is larger than fighters, myrmidons and mercenaries
Heath	Talk to him with any of your lords in Ch21 (Ch22 Hector)
Jaffar	Talk to him with Nino in Ch26 (Ch28 Hector). He won't join until the beginning of Ch26x (Ch28x Hector)
Karel	Talk to him with Lyn in Ch25 (Ch27 Hector) if fighters, myrmidons and mercenaries' level gains are bigger than your magic users
Karla	In Ch31x you must have warrior Bartre level 5. Talk to her with Bartre. You must both survive the battle for one turn and she will join you
Legault	Talk to him with any of your lords in Ch19 (Ch20 Hector)
Lucius	Talk to him with Raven in Ch16 (Ch17 Hector)
Nino	Talk to her with Lyn or your main lord in Ch26 (Ch28 Hector)
Rath	Talk to him with Lyn in Ch21 (Ch22 Hector)
Raven	Talk to him with Priscilla in Ch16 (Ch17 Hector)
Renault	Visit the village in the northwest corner in Ch30 (Ch32 Hector)
Vaida	Talk to her with your main lord in Ch27 (Ch29 Hector) she won't appear if you killed her in Ch24 (Ch26 Hector)
Wallace	Talk to him with Lyn in Ch23 (Ch24 Hector) if all lords' levels equal 49 or less

MEGAMAN BATTLE NETWORK 4: BLUE MOON

Here are some mega codes for a mega man

Put these passwords in the Numberman Trader to get some wicked items that will

help you kick the chips out of your virtual opponent. Ha! Those bad guys aren't so

mega now are they? Take this... variable sword C!?

ITEM...	PASSWORD...
AirHockey 3 V	77038416
Beat (Navi Cust block)	25435428
Body Pack (Navi Cust block)	43494372
Buster Pack (Navi Cust block)	05178924
Colour Point	19095677
Custom 2 (Navi Cust block)	75420107
Flame Line 1 G	46292983
Flame Line 3 J	57604335
Full Energy	59891137
Full Energy	84625799
Gun De Sol EX G	74293099
Hp+500 (Navi Cust block)	30873642
Hp+500 (Navi Cust block)	97618739
Lock Enemy	27979609
Lock Enemy	37198940
Mega Folder 2 (Navi Cust block)	02109544
Mini Energy	16589650
Mini Energy	45798331
Recover 300 J	66703422
Rush (Navi Cust block)	73298100
Sneak Run	32108251

ITEM (cont)...	PASSWORD (cont)...
Sneak Run	89866302
Tango (Navi Cust block)	10170506
Twin Fang 3 G	88019791
Unlocker	00274304
Unlocker	94872322
Untrap	14769745
Untrap	02368995
Variable Sword C	03696458
Wide Shot 3 T	68009092



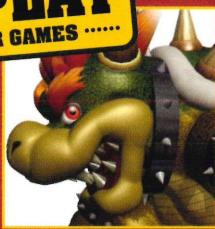
□ Mega Man – clearly enjoying the
silky grasp of ultra-tight latex

NEW WAYS TO PLAY HOW TO GET THE MOST FUN OUT OF YOUR GAMES

THE SCENARIO...

SHOOT-OUT AT DAWN, SUPER SMASH BROS. MELEE

By Tom Crisp, via email



Fights used to be settled with a pair of pistols, nerves of steel and a steady hand. It's far too easy now to just electrocute each other in SSBM. But with Tom's idea, it's time to relive the Wild West...

THE SETTINGS

Three or more players: Two people take part in the duel, while someone else shouts "draw!"

Mode: Go to Special Melee and pick Sudden Death Mode. Set the stock to one life and weapons to ray guns only. When the level starts, each grab a gun and walk away from each other until a specified non-player shouts "draw". Then turn and start blasting! If your gun runs out, you must wait until your opponent's has too, before restarting! So make sure you have a dead eye.

Level: It's best to play on the flat levels, like the Game & Watch.

LAST TIME WE PLAYED

Who played: Rob and Mike, with Dean shouting "draw"

What happened: We went for best of three with Rob as Young Link and Mike as Jigglypuff. Guns were grabbed, Dean bellowed "draw!" and all hell broke loose with Rob blasting and Mike running like a pig at a butcher's convention. A lucky shot brought him down. Round two was more of the same... ZAPP! Mike hit the deck while Rob punched the air and celebrated a hollow victory.

GET INVOLVED

Know any great ways of getting more out of a game? Let us know at the usual address, or email rob.burman@emap.com!

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CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT



Cheats & Walkthroughs for all these consoles.

TOP WALKTHROUGHS PLUS OVER 20,000 CHEATS & TIPS

Baldur's Gate: D. Alliance Mario Golf: Toadst. Tour Sonic Mega Collection
Beyblade Mario Kart: Double Dash Spider-Man: The Movie
BMX XXX Mario Sunshine Spider-Man: The Movie 2
Breath of Fire Mega Man Battle Net 3 Splinter Cell
Conflict: Desert Storm Metal Gear Solid: Twin S. Splinter Cell 2 Pandora T.
Die Hard: Vendetta Metroid Prime Star Wars: Clone Wars
Dragonball Z L. of Goku 2 Need 4 Speed Undergrd St. Wars J.Kngh 2
Enter the Matrix Nightfire Star Wars R.Strike CALL ME 24/7
Eternal Darkness Ocarina of Time: Zelda Super Mario Sunshine
FIFA 2003 Pokemon Blue Super Smash B. Melee
FIFA 2004 Pokemon Colosseum The Sims
Final Fantasy C. Chron. Pokemon Crystal The Sims: Bustin Out
Freedom Fighters Pokemon Gold Tony Hawk Underground
Godzilla: Dest. all Monst. Pokemon Pinball Tony Hawk's Pro Skater 4
Gold Pokemom Pokemon Red True Crime: Str. of LA
Golden Sun Pokemon Silver V-Rally 3
Golden Sun 2 Pokemon Yellow WWE Wrestlemania X8
Goldeneye Harry Potter: P. Azkaban Pool Paradise WWE Wrestlemania. XIX
Harry Potter: Philosoph.S. Prince of Persia: S. Time XIII (Thirteen)
Harvest Moon 2 W. Life R. Evil: Code Veronica X Yu-Gi-Oh! Dung.
Harvest Moon: M. Town Rebel Strike Yu-Gi-Oh! Sac Cards
Hitman 2 Sil. Assassin Resident Evil Yu-Gi-Oh! W.W. Ed.
Hobbit James Bond: Goldeneye Ruby Pokemon Yu-Gi-Oh! World C.Tour.'04
L.of Zelda: Majora's Mask Sapphire Pokemon Yu-Gi-Oh! World C.Tour.'04
Leg. of Zelda: Link to PastShrek 2 Yu-Gi-Oh! R. Destruction
Leg. of Zelda: M. Quest Simpsons: Hit & Run Zelda: A Link to the Past
Leg. Zelda: Ocarina of T. Simpsons: Road Rage Zelda: Majora's Mask
Leg.Zelda: Wind Wake Sims: Bustin' Out Zelda: Master Quest
Legend of Zelda: Ages Skies of Arcadia Legends Zelda: Ocarina of Time
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We Can't Wait

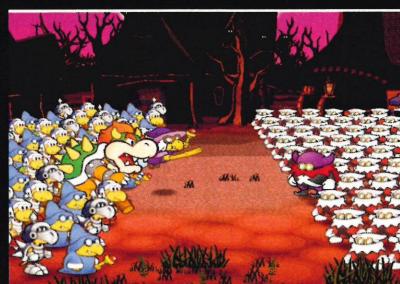
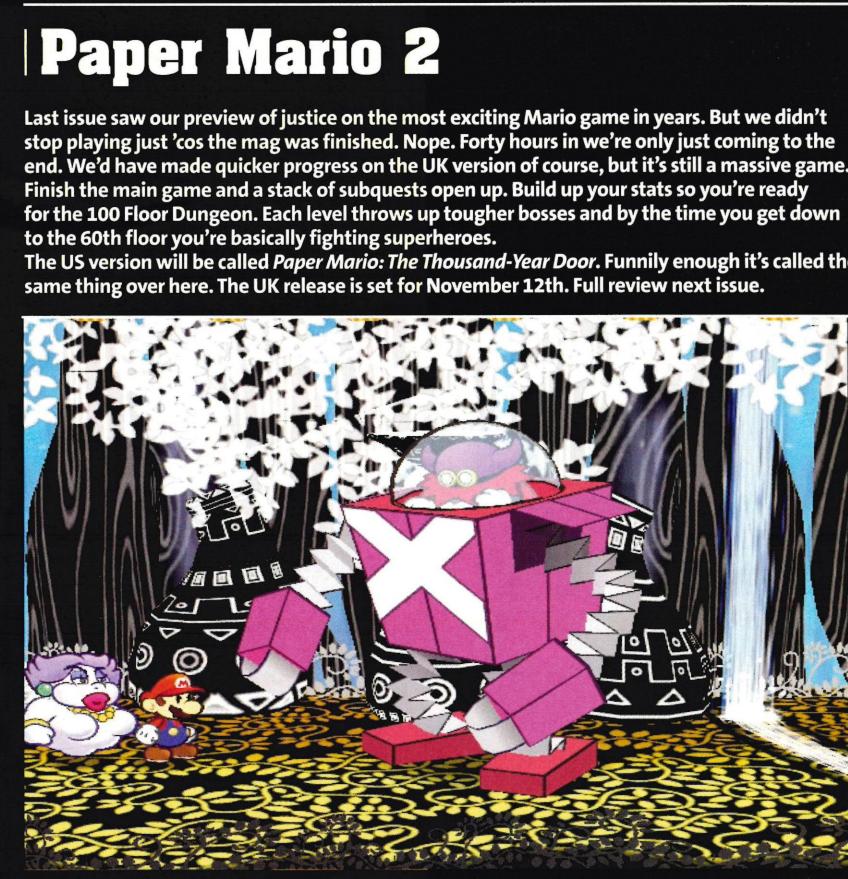
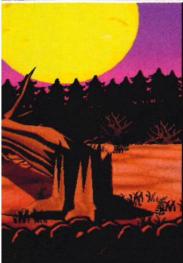


NEW PICS!



For These...

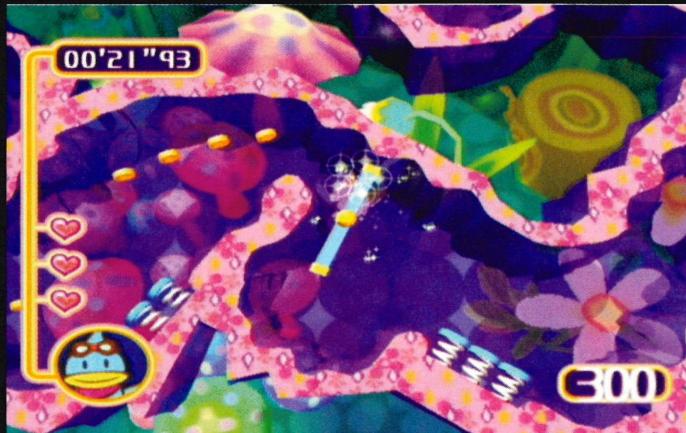
MORE
NEXT
MONTH!



We Can't Wait For These...

Kururin Squash!

We mentioned it last issue and here's what it looks like. The fun of rotating a stick through twisty passages looks to have been preserved in the move to 3D, because it's 2D 3D. Know what we mean? The screens hint at riding-on-a-rail stages and also boss battles. Imagine if there's a twin analogue system and you have to spin the stick as well. That would break your brain.



F-Zero Climax (GBA)

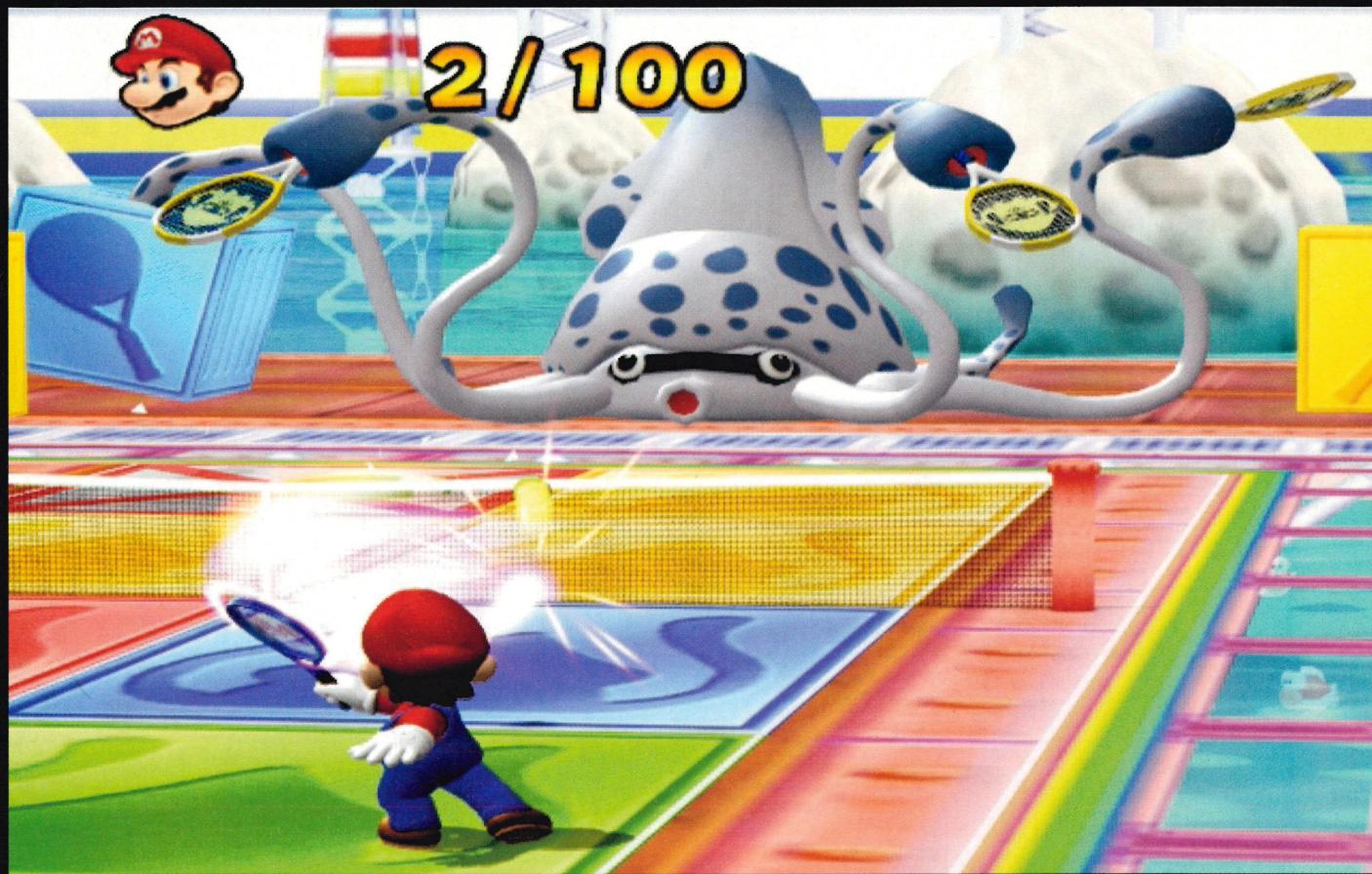
We hope by 'Climax' they don't mean 'last one'. But even if they did, you can be sure the F-Zero series would be going out with a thunderous bang. That bang takes the form of Spin attacks, a fully featured track editor and all-new circuits to thrash around at the kind of speeds that make physicists nervous.

We'd like to see a few tracks from Mario Kart thrown in for a laugh, but that's not going to happen. Imagine hammering down Rainbow Road or around Peach Beach at a thousand miles an hour? Too awesome.



Mario Tennis

We enjoyed playing *Toadstool Tour*, but sometimes it didn't feel like a Mario game. Luckily Camelot's next offering looks a damn site better and screams Nintendo. The courts are much more varied than the N64 version. One is set in the backyard of *Luigi's Mansion* and features ghosts that toss bananas in front of you. Another in DK Jungle sees the return of those pesky Klaptrap crocodiles. They wait on top of the net until they're hit by a ball and fall onto the court to cause all kinds of problems. There are even special moves, like Mario using a hammer to launch a flaming ball at his opponent. Wicked!



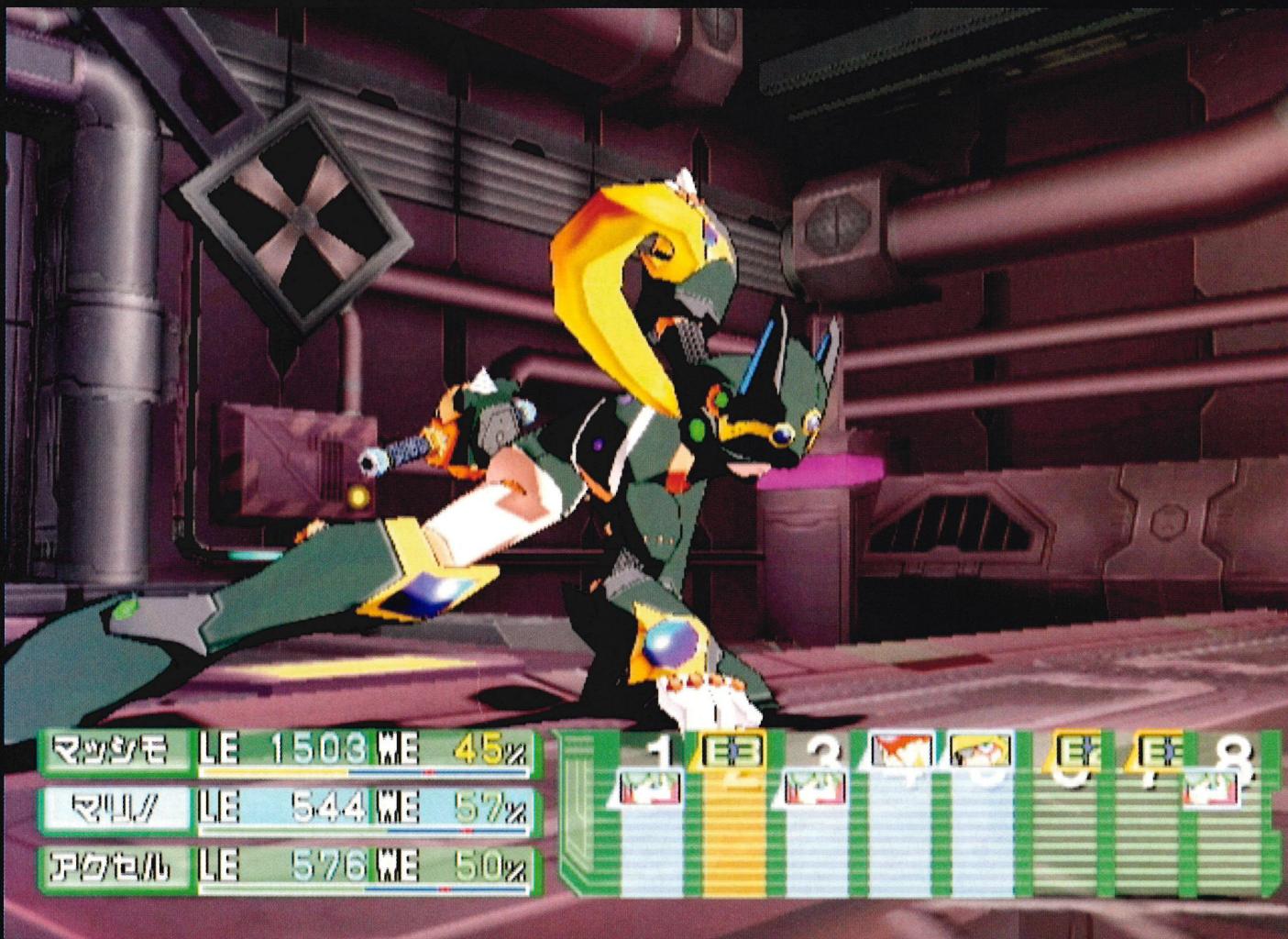
We Can't Wait For These...



Megaman X Command Mission

There are two types of *Megaman* games: the side-scrolling ones that are all action and so hard that you crack your teeth out biting the GBA screen, and the strategy ones that are all boring and so hard you can't stay awake while playing.

The *Megaman Anniversary Collection* has fuelled some serious Blue Bomber love in the NOM office, so we're keen to have a crack at this, even if it means painful visits to Dr. Mario's dental department.





Pokémon Emerald Version (GBA)

Last month, we showed you just ONE screenshot of *Pokémon Emerald Version*. Stop crying now. Basically we didn't have enough space in the mag for any more. But this is a new month and a new mag, so here's a fresh bunch.

The game is the story of a man called Pikachu who has all these red and white balls. He throws them into long grass and animals eat them. Or something.



Donkey Kong: King of Swing (GBA)

How long does it take to make a game where a monkey just swings around and grabs bananas?

Well, ages apparently. This fruit-and-monkey-based attention to detail means you won't be shoulder-buttoning your way to glory until early 2005, as Nintendo craft levels full of pegs to twist your brain into uncomfortable shapes.



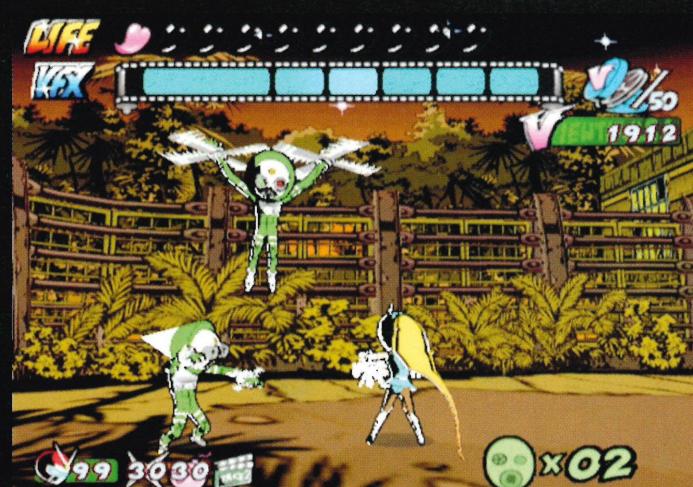
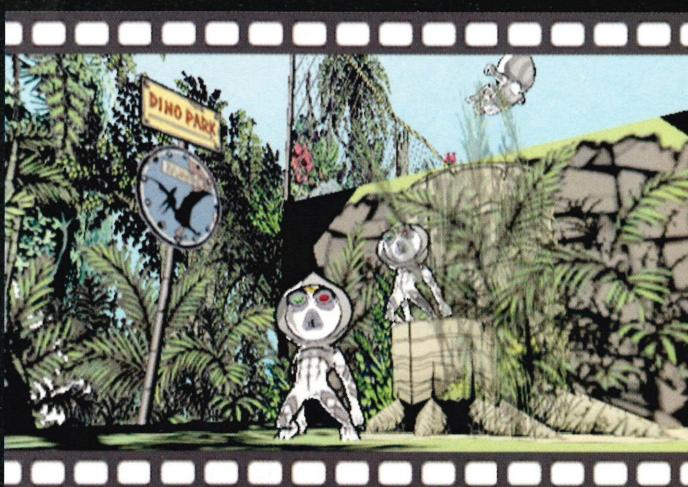
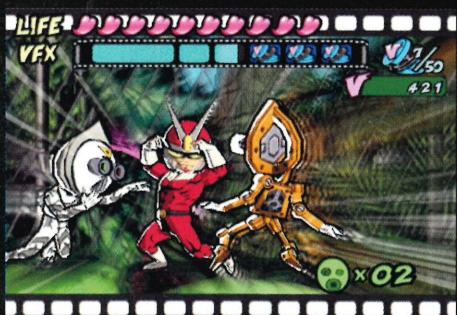
We Can't Wait For These...



Viewtiful Joe 2

Would you trust a girl to help you out in a fight with some robots? Unless she was going to cry up a monsoon and make them rust and short-circuit, you'd probably rather have Will Smith helping out. But Will's not a playable character in *VJ2*. That's information exclusive to *NOM*. Two-player co-op with Joe and Sylvia should be a blast though.

If we had the all-new 'rewind' ability in real-life, we'd go back and correct that rogue apostrophe in the EA feature headline last ish. It's hard to be grammatically precise AND punch robots. Something's gotta give...



Prince of Persia 2

"Here are some new PoP2 screens!" said the lady from Ubisoft. Hmm. If these turn out to be 'Cube shots, we'll eat the disc on toast with a garnish of pubic hair. We suspect they're from the as-yet-unannounced Earth Simulator version. (Do a search on Google for "most powerful computer in the world".)

A quick look reveals Ubisoft is again risking the mass media's wrath. We're not talking about kids chopping each other up with knives. We're just worried about an epidemic of baggy pantaloons wearing combined with gimpish body straps.



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WHAT ARE YOU WAITING FOR?

MONTHS
UNTIL
THE END
OF THIS
LEAGUE

8 1

CHAMPIONSHIP

Get ready for
this month's
challenges
because we're
making 'em
dead hard!

HALL OF FAME

ALL TIME GREATS

Input your initials _____

Player.....Credit(s).....

- | | |
|---|------------------------------------|
|  | 1. Dave Every64 |
|  | 2. Mark Dornier46 |
|  | 3. Stephen Dale44 |
|  | 4. John Zeeppvat41 |
|  | 5. Christian Austin34 |
|  | 6. Tom McShane |
|  | 7. Mark England |
|  | 8. Adam Moss |
|  | 9. Ryan O'Connor12 |
|  | 10. Matt Dixon11 |



ISSUE 144 CHALLENGE RESULTS

NEW LEAGUE CHALLENGES

LEVEL	RANK	NAME	SCORE
POKÉMON PINBALL	1st.	<u>Tom McShane</u>	<u>36,063,800,888</u>
HIGHEST SCORE	2nd.	Stephen Dale	1,168,631,598
RUBY TABLE	3rd.	John Westlake	937,637,699
MARIO KART: DD	1st.	<u>Dave Every</u>	<u>9'47''926</u>
FASTEEST LAP,	2nd.	Stephen Dale	9'55''945
BOWSER CASTLE	3rd.	Peter Haynes	9'57''339
MARIO GOLF, BEST	1st.	<u>Dave Every</u>	<u>-25</u>
ROUND (WALUIGI)	2nd.	Stephen Dale	-21
BLOOPER BAY	3rd.	Scott Harriman	-12
SOUL CALIBUR II	1st.	<u>Dave Every</u>	<u>99'58''86</u>
BEST TIME, ARCADE	2nd.	Stephen Dale	1'43''46
MODE, NORMAL	3rd.	Glenn Fisher	1'48''34
POKÉMON STADIUM	1st.	<u>Tom McShane</u>	<u>29</u>
MOST SPLASHES,	2nd.	S. Dale, J. Fraser and J. Westlake	26
MAGIKARP SPLASH	3rd.	Peter Haynes	25

INSERT COIN(S)

Every four months, NOM UK will crown the top player and award them a mystery prize. Players finishing the league in second and third place will also get a prize. You won't win anything for winning a monthly competition, but your credits will count towards your **ALL TIME GREATS** total. This month's scores are the third standings of the new league.

How Credits are scored...

First Place	10
Second Place	5
Third Place	2
Qualify	1

NOM UK requires proof of your exploits - a photo, print-out or video will do, but make sure we can clearly see the score. No cheating is allowed and any suspicious

entries will be fireballed by Mario. The closing date for this issue's challenges is September 28th! Send entries to Hall of Fame, Nintendo Official Magazine UK, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW. Alternatively, email them to rob.burman@emap.com with 'Hall of Fame' as your subject. Send a picture or you won't get your mug in the mag.

Quill's Mail



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The best letters win prizes. The worst ones are pecked to death.

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nintendoletters@emap.com

**POST**Quill's Mail, NOM UK,
Bushfield House, Orton
Centre, Peterborough,
Cambs, PE2 5UW**SMS**Send 'TXT', add a space then
your text. Send it to 84070

WIN! WIN! WIN!

The best letters this month are big winners – we've got four copies of *Pikmin 2* to give away, and, for the Star Letter, a GameCube to go with the game, all thanks to Nintendo.



Death to Sonic!

I agree with Dan Drew's letter in *NOM* #143. I was a die-hard Nintendo fan back when Sonic was Mario's enemy. I HATE Sonic, AND Sega. I don't care if they make GameCube games, they'll always be the enemy in my eyes. Some

idiots don't

understand –

Melee is about

NINTENDO.

Sonic

cannot be in it!

*Indranil**Chandhury,**Cricklewood*

How many pencils did you snap on the paper while writing this letter?

Everyone in

North London

should look out for this guy.

Utter the 'S' word in his presence and you could end up having a GameCube Control Pad fuzzed into your face. The Sonic in *Melee* saga is sure to continue...



MIKEISABERK

Hey Mike, after blowing up my free Chain Chomp and smacking it around the room for about an hour, I decided to have a crack at the puzzles in *NOM* #143. Whilst looking for Master Sword in the word search I found on the bottom line a line that reads 'MIKEISABERK'! Just thought I'd warn ya. *George Kaye, Holmfirth*

Mike had no idea about this until receiving your letter

(Dean grins mischievously). Mike has tried writing "Dean smells like Fisher's bum" in his *Splinter Cell* review but it got deleted. We're surprised you guys haven't spotted Tim's little secret also hidden in that word search...

MARIO! MARI... shut up.

I love playing Mario games, but I think that Nintendo is getting too repetitive, with too many of its recent games based on the plumber. And there are too many sequels like *Resident Evil 4* and all the new versions of *Pokémon* with slight changes. I prefer brand-

Shout LOUDER

If Nintendo wants to dominate the console war it needs to improve its advertising. If only Ninty would fire people's imaginations with its amazing games, it would beat all competition hands down. But then, advertising costs money, I guess. *Matthew Byrne, Dublin* Wise words indeed. *Matthew. Heavy* advertising helped get the PlayStation franchise where it is today. Nintendo has the games, it just needs to shout about them. Why don't you help – get the GameCube logo shaved into your head or a tattoo or something. What? You already have?! Go on then, send us the pictures...



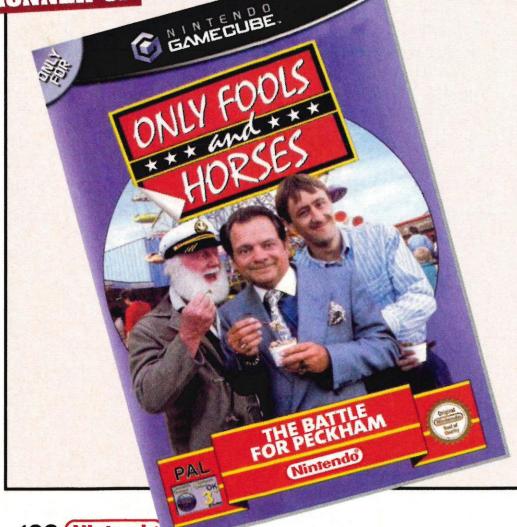
In your Eye-Toy!

I'd love it if Nintendo would bring out a GameCube camera (like the Eye-Toy, but better). Maybe it could look like Mario's head. Imagine a *Smash Bros. Melee* game that allowed you to fight on-screen yourself, battering little Pikachu. Or maybe, you could take a picture of your face and paste it on a Pikachu. That would be too cool. *Hayden Naughton, Manchester*

Pikahayden? Surely pasting your face on Pikachu would be corruption. Look at his little yellow face – you can't change that! You can't remove it and place something that looks REAL over it. That wouldn't be right. Princess Hayden – now that's more like it.

Game or Lame?

RUNNER-UP



Game or Lame is looking like Lame or Lame with the endless *Smash Bros. Melee* entries we get. We want ORIGINALITY. Like this...

Only Fools and Horses: The Battle for Peckham

by Sam Wynter, Hurst Green

WHAT'S IT ABOUT?

Boycie has taken over Peckham and enslaved its people, making them grow ugly moustaches and laugh like dying donkeys. Del Boy and Rodney have to save the day.

WHO'S IN IT?

Del Boy and Rodney have to take on all the characters from the show, like Trigger, Mike, Denzel and even Uncle Albert, who are all under control of the evil Boycie.

OUR FAVOURITE IDEA

Sam says that each character would have their own special moves like Del's Catchphrase Attack, Mike's rancid meat pies and Uncle Albert's "During the War" Ultimate Boredom move.

NOM RECKONS...

Sam took a moment to think of an original idea and a funny one at that. It had the whole *NOM UK* crew in stitches when it arrived. Nice one, Sam.

The Stylus revolution

STAR LETTER

I think the idea of being able to interact by touch is great. However, if games like *Super Mario 64x4* or *Mario Kart DS* use the touch screen aspect too much, or in the wrong way (for example, to steer in *Mario Kart*) it will just ruin the game. I'm sure that in most cases the touch screen will improve the games on DS, but I just can't help having mixed feelings.

David Tabor, Kent

We know exactly what you mean.

Controlling *Metroid Prime: Hunters* with the stylus took some getting used to. But *Wario Ware* plays like a dream – the stylus control is so natural that you'll wonder how you ever did without it. Let's just hope developers can find new ways to use the stylus to IMPROVE their games rather than use it just 'cos it's there.



new games like *Fire Emblem* and *Beyond Good & Evil*. Luke De La Nougerede, Lindfield Mario is THE face of Nintendo. If they made a golf or tennis game without Mario it wouldn't be right. Plus, *Resi 4* is very different from previous editions and *Fire Emblem* has been around in Japan since the days of Famicom. The truth is, you'll be seeing more of characters while millions keep buying them.

A moment of insanity

I was so desperate to get *Super Smash Bros. Melee* that I sold my Super NES for £1! Oh, how I regret that now. But I just bought another one again from eBay for £30. I got *Tetris*, *Dr Mario* and *Super Mario All-Stars*, too, and I'm SOOO happy. Yay for retro gaming!



I think you should have more retro articles in the mag.

Kris Sheach, Glenrothes
We think you should slap yourself about the head with a stinky wet fish for selling a Super NES for one SINGLE pound. What were you thinking, Kris?! Also, we would fill the mag with retro stuff, but there's this console out at the moment called GameCube that we've got to cover. Heard of it?

The right to vote and still unsatisfied...

I have noticed that lots of girls complain that Nintendo don't make games that are suitable for them. I'm a girl and I love Nintendo games. Especially *Mario Kart: Double Dash*. If other girls don't like what Nintendo do, that's their problem. They should play games before judging them.

Sarah, London
Girls complain. That's what they do. You could make a game BASED on a girl that says there are no games for her and she'd still complain. "It's too difficult. The graphics aren't right." You like games, Sarah, so enjoy them and ignore the rest.

The good old days

I was playing my N64 the other day and it reminded me of the day I first got it (I was seven then), and the first NOM I ever bought. I remember Club Mario and Mario's Hammer Time where readers would send in 'Fony GreyStations' for Mario to smash up. *Mario 64*. *Banjo-Kazooie* – oh, the memories... Pezhvok Joshgani, Broughton We often look over old issues of NOM and reminisce over all the games we were excited about back then. It just shows how many years of joy we've all had from Nintendo gaming. Just think, in the future you'll be looking back at the good old GameCube.

Ask the Deku Tree!

Q: Oh great Deku Tree, what do you do if you spot a fake Nintendo game? We spotted a few when we were on holiday. Sean and Arran Lyon, via email

A: I'd do a royal-sized tree-poo on the seller's head. What? Trees can't poo? Pah. Next you'll be saying they can't speak.

Q: With the Bongos included, surely *Donkey Konga* will be expensive. Do you know how much it'll cost?

Adam Moss, via email

A: Bongo-slapping action will be served up at £40, my dear boy. Yes, that makes me smile, too. This is my happy face.

Q: If I want to be in the running for a prize in Quill's Mail do I have to include my name and address at the end of the letter?

Anonymous, via email

A: No. You're welcome to write in leaving no details at all. Then the prize you win can go to Dean's gaff as we'll have no address to send it to. Fool.

Q: Is *Driv3r* coming out on GameCube and if so, when?

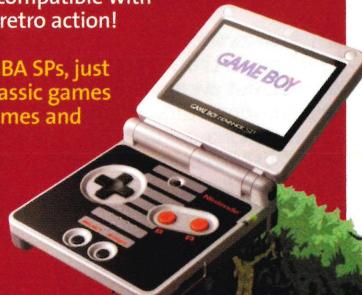
Andrew Carter-Gates, Buckinghamshire

A: What the? It got sub-50% reviews on PlayStation 2 and you STILL want it? You must be ill. There's a Gohma in your stomach or something. It's not GameCube bound, thank God.

Q: Are the NES Classic games compatible with normal GBA SPs. I want some retro action!

Remy Osman, Marlow Bottom

A: The NES SPs are NORMAL GBA SPs, just with a different casing. The Classic games are no different from other games and will work on any GBA.



Q: When I'm bored I chew paper then I spit it out at the wall where it sticks and dries. Does that make you fear me?

Anonymous, via email

A: No, it makes you a fool. Paper is bad for the human body. You can't chew me anyway. If you tried I'd summon Link to give you a second butt-hole with his Master Sword.

Q: Is *Animal Crossing's* Resetti related to Banjo-Kazooie's Bottles? They both get mad and threaten to delete your game.

Nick Warren, Nottingham

A: No, that would be ridiculous.



The Things You Send Us

When readers have TOO MUCH spare time...



1. We gave you fridge magnet sprites and an A4-sized *Mario World* background to place them on, but Jackson Ellis of Scarborough went one better and sent in HUGE versions. Nice.

2. From the large to the tiny, Lewis Tanner and his sister from Brentwood have made this cool Chain Chomp keyring out of clay. Mike was just saying he wished he had one of those.

3. We thought for a moment that these awesome badges, made by Michael Kane from Castlemaine were official gear. Forget sharing, Mike J is keeping them all.

4. Cameron Mitchell of Dovercourt can't wait for DS, so he's made his own! Look at the attention to detail – he included a box, manual and even a power adapter. It don't work though.

5. George Spence and Jack Simpson from Leytonstone must have put a lot of time into this cool Mario board game. It arrived at NOM with instructions and a full list of rules. Nice one, guys.



Animal cross

Your *Animal Crossing* coverage is great, but everyone knows you can shop at Tom Nook's store, go fishing and write letters because everyone who REALLY wanted the game imported a PAL copy from Australia AGES ago. This just means it won't sell well here, resulting in *Animal Crossing 2* not being released in the UK. DAMN IT!

Jack Fraser, Melrose

You've got a good point, but unless you're related to Mystic Meg or have REAL Alakazam Pokémon, you can't say AC2

won't be released here. Plus there are plenty of people who didn't import. They waited patiently. Maybe the fuss UK gamers caused will ensure we'll never be neglected again.

RUNNER-UP
Free stuff rules!

Hey NOM UK! The free inflatable Chain Chomp in NOM #143 was wicked, but I've

got an even better idea. How about an inflatable Kirby or Master Sword? That would be too cool. Imagine using it to beat up the Ganon punch bag from NOM #136. But hey, I'm loving your current free stuff. Matthew Dunn, Bury St. Edmunds

An inflatable Kirby is something we've been thinking about for a while but because of shape limitations, it's unlikely we can do a Master Sword. We'd do a life-size inflatable Kyogre too, but you'd need a shelf ten times bigger than normal to display it... and it would cost about £20 per issue.

Awesome animals

The more I play games the more I think animals are cool. Whether it's those cheeky Cuccos in *Ocarina of Time*, funky Falco in *SSBM* or those mental monkeys in *TimeSplitters 2*, they're all cool. After finishing *Metal Gear*, wolves are on my cool list, and there'll be many more in *Animal Crossing*. Pritesh Mistry, Leicester

What about delightful dinosaurs (Yoshi) or proper (wicked) Pikachu. You can't forget them. We reckon the hands-down winners are monkeys though. There's nothing cooler than a monkey. *Super Monkey Ball*, *Donkey Kong* and the rest... all dudes.

Nofree-zeldatunes.com

I love Zelda and the CD you gave away with NOM #130 was great, but I REALLY wanted more *Ocarina of Time* songs. Can you send me a CD with all the *Ocarina* tunes on it or give me a website where I can download them. Cheers!

Matt, Rustington

If you were to download *Zelda* tunes from some dodgy internet site that would be piracy and Nintendo would get DK to smack you with his biggest barrel. But if you're willing to cough up the cash, you might want to check out www.gamemusic.com.

He of little faith

I was starting to lose faith in Nintendo when I read that PS2 AND Xbox were outselling GameCube. But after this year's E3 with the DS, *Zelda* and *Prime 2*, Nintendo are back on track and ready to kick ass.

Andrew Kennedy, Stevenage

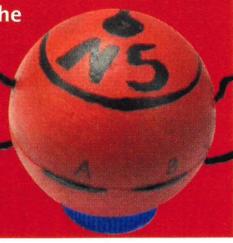
Down the tube!

The non-revolution

After seeing cool reader models of the DS, I have been inspired to make the N5 (Nintendo Revolution). Just think, you'll be the first to have one. It doesn't work though. Hope you like it.

Oscar Patterson, Litcham

It doesn't work? DUH! It's a ball with a milk bottle cap nailed to it. Was the ball fuzzed into your head before you made this? It was, wasn't it? It caused damage, evidently.





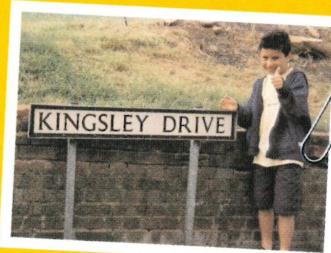
Spotted!

Where everyone loves Star Wars and Pikmin

Okay, so it's not a character sign, but it IS a Nintendo Production Editor sign. It's so weird - I cross Kingsley Drive every day on my way to school and always think about sending in a pic.

Remy Osman,
Marlow Bottom
It's not as cool as Andross Close but it made

Kingsley laugh. Does anyone live near a Tim Street? Geddit?... Tim Street! HA!



The next time your silly head starts to lose faith in Nintendo put it down the toilet and flush it. That should wake you up. When it seems Nintendo isn't up to much, that's because it hasn't revealed what hot stuff it's cooking up in the games kitchen. Realise.

Ocarina of Time. Heard of it?

Me and my friend went into a retro games shop and grabbed a copy of *Ocarina of Time* for a mere £5.



I watched in awe as Link changed into an adult and I was stunned by the final battle. Did any of you find Jabu Jabu's Belly dungeon hard? My point is, Zelda rules. Edward Hussey, Herts
Really? We might give it a go. You're only about SEVEN YEARS late. Still, for £5 there aren't many better games. Well, for any amount of money for that matter. And, yes JJ's Belly was VERY tough.



Text the Editor

Tell us what's on your Mother Brain.

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:

- * I'm like the biggest sonic fan eva and desperately need a GC so i can get DX and sab2!
- * Just imagine link dancing wid mario...
- * i think having isaac from golden sun in the next SSBM would be cool. he could use djinnis and use a range of different summons for special attacks.
- * meanest baddy ever is Ganon! He's the baddies big cheese. only 1 person messes wiv him! And he never dies. He's a hyrule mafia boss!!
- * I have to say i hate the new look of ds, you said it was undergoing SLIGHT tweaks before launch. I thought you meant just the buttons!
- * Will Falco have his own game? tell me or I might shoot you all. But not kingsley - he's going down da stairs :) MWA HA HA!

SHOW THE WORLD WHAT YOU THINK THE NINTENDO REVOLUTION MIGHT LOOK LIKE

Put your thinking cap on and design the ultimate console.

It's an exciting time in the Nintendo universe. *Metroid Prime 2* is almost upon us, the stunning new *Zelda* game has fans across the globe drooling over its lush graphics and the revolutionary DS isn't far off either.

But the TRUE revolution, as Miyamoto-san promises, will be in Nintendo's next home console. They've even given it the codename Revolution. They mean business.

It's not going to be just another console with prettier graphics. It's something else. But what? How is it going to REVOLUTIONISE gaming?

That's where you come in. YOU have been playing Nintendo games for years. YOU love Nintendo more than anyone else.

And it's YOU who'll be buying the new console when it's released, so we want to know what YOU think it should, or might, look like. How would it work? And finally what name should Nintendo give it?

We want truly INNOVATIVE entries, mind. No GameCube 2s, no squares with more control ports and nothing much else. You have to THINK. Revolutionise. Make it different. Impress us with your visions of the future. Don't nail a bottle cap to a ball and draw on it with black marker. It'll go in the RUBBISH BIN! Draw it on paper. Make a model. Make an effort.

If your design is truly awe inspiring you could win some wicked Nintendo stuff.

Don't forget to be inventive. Go crazy and make your dream machine!



Send us your entries by Oct 6th

Email: nintendoletters@emap.com (mark entries 'My Revolution')

Post: 'My Revolution', Quill's Mail, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW

Don't forget to add your name, address and phone number!



#10 Perfect Dark

Rob beat off strong competition to win our *NOM Idol* contest, giving up the perks of a local newspaper reporter's life, such as visiting church fêtes and judging pet contests, to "live the dream". He now has to play all the crap games that no-one else wants to, like *Robocop* and *Barbie*, and, of course, makes the tea.

"Perfect Dark got me and my mates reported to the local council because the sound of gunfire from our late-night sessions was so loud that next door thought there was a shootout going on in the living room.

"The multiplayer is one of the best in any FPS ever. Just turn up the simulants to maximum difficulty and let the bullets fly. It has some of the coolest guns known to man. A laptop that turns into an automatic? Wicked! I wish my PC could do that.

"The Farsight gun, which acts like a pair of deadly X-ray specs, has yet to be beaten. My mates would be merrily shooting simulants when all of a sudden – BLAMO! A shot

would come out of nowhere and end their killing spree, while I chuckled quietly. "It had a great story line (let's just forget Elvis the alien for a moment) and a brilliant co-op mode. Face it, *Perfect Dark* wasn't called perfect for nothing."



16
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Next Month

Paper Mario 2

It's a folding frenzy next month as we bring you the first UK review!

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